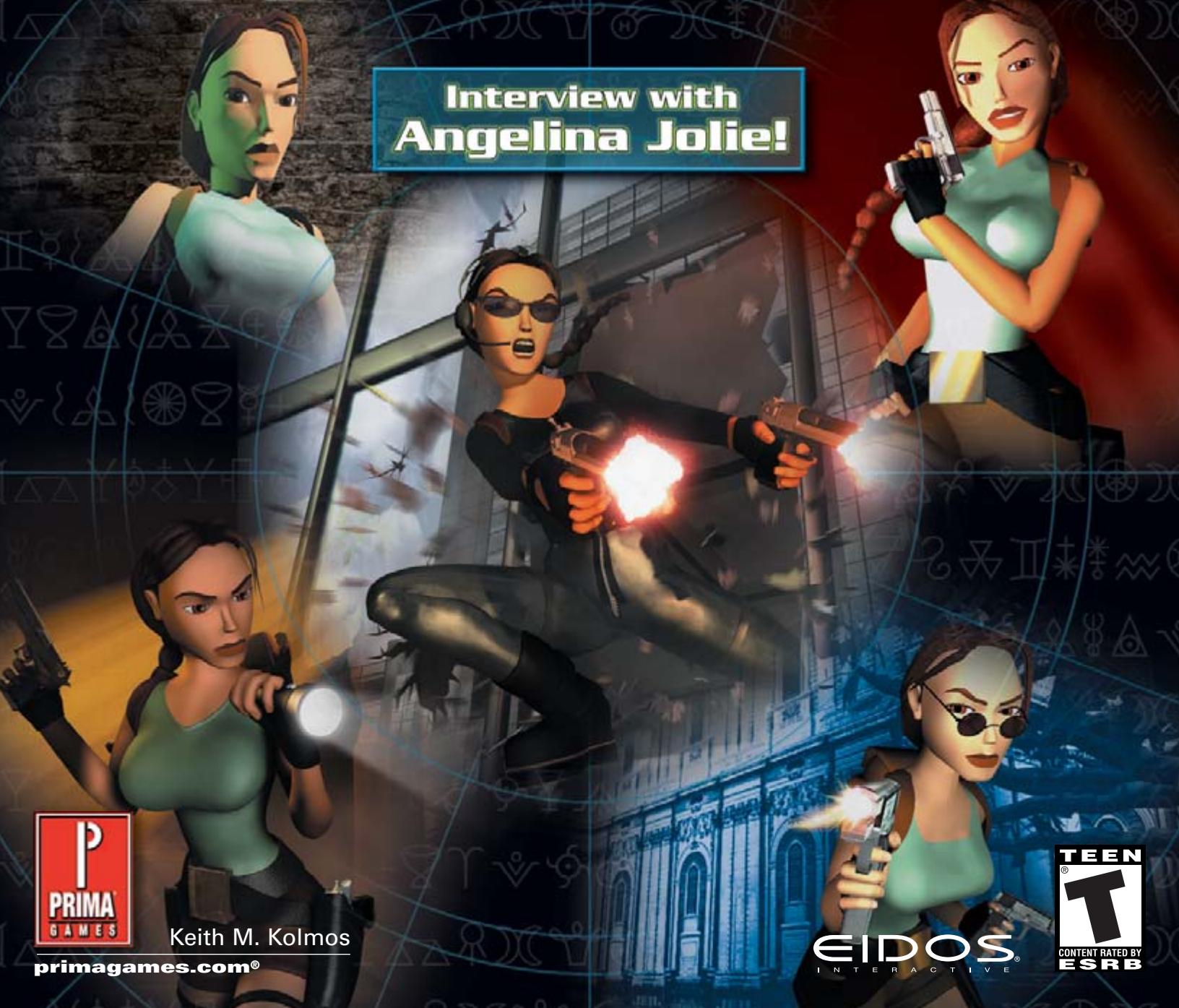


PRIMA'S OFFICIAL STRATEGY GUIDE

TOMB RAIDER THE BOOK

Interview with
Angelina Jolie!



Keith M. Kolmos

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EIDOS
INTERACTIVE



CONTENT RATED BY
ESRB

TOMB RAIDER

THE BOOK®

Prima's Official Strategy Guide

Keith M. Kolmos

Prima Games
A Division of Prima Communications, Inc.



3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com

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Senior Product Manager: Sara E. Wilson
Senior Project Editor: Brooke N. Hall
Editorial Assistant: Michelle Pritchard

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Tomb Raider: The Book is truly a collaborative effort being the sum total of the hard work of a great many people. Without the ground-laying work of contributors to previous Prima strategy guides, none of this could have come together.

Introduction



Welcome to *Tomb Raider: The Book*. In this guide, we'll explore the world of video gaming's number-one lady—Lara Croft. We'll give you the strategies to the six games she has starred in: *Tomb Raider*, *Tomb Raider II*, *Tomb Raider III*, *Tomb Raider: The Last Revelation*, *Tomb Raider: Chronicles*, and *Tomb Raider for Game Boy*.

When the industry first saw the original *Tomb Raider* at the Electronic Entertainment Expo, gamers knew that something special was coming. And they were right. Since its debut in 1996 on PlayStation, Sega Saturn, and the PC, Lara has transcended the game industry. She has appeared in music videos (U2) and on magazine covers, and now she gets her very own movie—a movie that enthusiasts believe will be the first great video game-to-movie transition piece.

WHO IS LARA CROFT?

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. She was privately tutored from age 3 to age 11, whereupon she attended Wimbledon High School for Girls in Surrey, England. At the age of 15, she showed an interest in archaeology and was introduced to the subject by renowned adventurer, Von Croy, whom she accompanied on an expedition to Columbia. Von Croy never returned from the trip, however, and the undisclosed incident that led to his apparent demise also ended Lara's interest in archaeology. She returned home to graduate from high school, a boarding school, and finally a Swiss finishing school, which she left at the age of 21.

Lara's marriage into wealth had seemed assured after her father arranged for her to marry the Earl of Farrington. However, on the way home from a skiing trip with her fiancé, her chartered plane crashed deep in the heart of the Himalayas. Although Lara was the only survivor, in a way she died, too—the woman who learned to stay alive for two weeks in the hostile wilderness before emerging from her ordeal was not the same sheltered Lara Croft who had originally boarded the plane.

Back in upper-class British society, Lara was unable to stand the claustrophobic and suffocating atmosphere. She realized that the only time she had felt truly alive was when she traveled alone and depended upon her wits to survive. With her wealth and connections, over the following eight years she was able to acquire an intimate knowledge of ancient civilizations across the globe. Her father, however, eventually disowned his prodigal daughter and cut her off from the family fortune. Lara turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest, she made a name for herself by publishing travel books and detailed journals of her exploits.

Evolution

Tomb Raider began as a small game on the Sega Saturn, Sony PlayStation, and PC. When the world saw it and the gamers played it, a franchise was born. The next installment was such a hit that Sony made it exclusive on the PlayStation for the console market. Subsequent games have steadily improved and Lara has even appeared on the Game Boy Color system, allowing her adventures to be taken on the road.

Lara has appeared on magazine covers, starred in a pair of music videos, and had several books written about her. And now her fame has reached a fevered pitch in Hollywood's blockbuster movie. In this chapter we take a look at the journey Lara traveled from the first *Tomb Raider* game to her current incarnation.

TIMELINE

1996	<i>Tomb Raider</i>
1997	<i>Tomb Raider II</i>
1998	<i>Tomb Raider III</i>
1999	<i>Tomb Raider: The Last Revelation</i>
2000	<i>Tomb Raider: Chronicles</i>

Tomb Raider: 1996

Tomb Raider was remarkable on a number of levels. With its story line related by means of superb FMV sequences and cutscenes using the in-game engine, its plot both entertained and enjoined further play—the temptation to get to the next plot update was always high. At the same time, the concept of using narrative asides throughout an action game was unusual. Similarly, its haunting, partly context-sensitive “classical” soundtrack gave it a true next-generation feel. With games, interaction is king—but *Tomb Raider* proved that judicious use of cinematic elements can make a great game truly astonishing. After a few minutes of play, the abiding genius of *Tomb Raider*'s design shines through. If you've never played the original adventure, you should. Don't miss this classic moment in videogame history.



After the two linear, gentle opening levels, the open expanse of the “Lost Valley” was a revelation. It’s the T-Rex attack, however, that most gamers remember.



Any Tomb Raider player will recall “St. Francis’ Folly.” One section, with drops of hundreds of feet, evoked a real feeling of vertigo.



Only by using the dislodged hand of the Midas statue could Lara obtain the gold bars required to escape this level—and if she stood on the hand, she herself would be turned to gold.

Tomb Raider II: 1997

Tomb Raider II's locales had a worldly, recognizable feel—from the Great Wall of China to Venice, from an offshore rig to a sunken ship. *Tomb Raider II* also introduced Lara's ability to climb certain surfaces, while rope slides presented a few scary descents from particularly high places. An improved engine also facilitated better lighting effects, allowing Lara to wield Flares to illuminate dingy rooms.

The most significant addition *Tomb Raider II* made, however, was the introduction of vehicles. In the “Venice” section, a speedboat was a central aspect of the first level. With a few enjoyable set-pieces—in particular, a death-defying leap while under fire from assailants—the speedboat was a lot of fun to control. Later in the “Tibetan Foothills,” Lara drove a snowmobile. As with the speedboat, this allowed for hair-raising stunts. It also proved handy for disposing of aggressors foolish enough to wander too close.

While the original *Tomb Raider* evoked a marvelous sense of isolation, with occasional combat encounters to disturb it, *Tomb Raider II* focused more upon regular battles with assorted henchmen. *Tomb Raider II* was a worthy sequel.



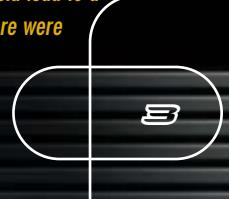
On the first “Venice” level, Lara had to figure out how to pass a waterway blocked by gondolas and a decidedly tourist-unfriendly patch of mines. The solution? Smashing through the former in a speedboat, before bailing out in time to avoid the explosion of the latter.



In the “Tibetan Foothills” level, there were a number of exceedingly difficult jumps to make while driving the snowmobile. The above example, accentuated by cinematic camerawork, was a favorite of many.



The “Floating Islands” level was packed with perilous ledges. One misplaced foot could lead to a deadly fall for Lara—and there were various floating warriors to contend with, too.



Compared to its predecessors, *Tomb Raider III* was hard, and very large. While hardcore fans of the series loved the challenge it presented, some gamers found it a bit too difficult.

Tomb Raider III introduced some new moves. Lara could now crawl through low gaps and monkey-swing across ceilings that featured requisite hand-holds. Lara also learned to sprint and dive forward—an essential skill for avoiding many fiendish traps. Dual Shock support was implemented, allowing players to look around while running.

Departing from the linear format of its predecessors, *Tomb Raider III* allowed players to choose their own route through its middle section.

After Lara's excursion to India, there was a choice between a visit to London, the South Pacific, or Nevada. Of these, the South Pacific section was by far the most enjoyable, with Lara kayaking through fast currents and past stunning scenery.

Tomb Raider III had a special reward. If you collected every Secret, you received a secret level—"All Hallows"—as a reward. Another bonus was a secret racetrack at Lara's house, discovered after exploring her none-too-humble abode.



The India section contained massive animated statues that resembled the multi-limbed god Shiva. These assailants carried six swords, which they could use to deflect Lara's attacks.



In a none-too-subtle set-piece, Lara infiltrated "Area 51" by leaping across an electrified fence on a Quad Bike. In true Tomb Raider tradition, this led to her confinement and confiscation of her weaponry.



The kayaking section in Mudubu Gorge remains one of the finest moments in any Tomb Raider game. Fighting the current was immensely challenging and consistently enjoyable—the replay value of this section remains high to this day.

MUSIC

Through the years, Lara has collaborated with the band U2. The first came in 1997's PopMart tour, where she appeared on a huge screen during "Hold Me, Kill Me, Kiss Me, Thrill Me." Her latest adventure into the land of music television occurred in June 2001. U2 performed on the movie's soundtrack and Lara makes an appearance in the video.

Tomb Raider: The Last Revelation—1999

With a radical overhaul of the *Tomb Raider* engine, *The Last Revelation* was a delight to behold (especially on the PlayStation, where it pushed the hardware to the limit). Lara's moves were enhanced—she could climb around corners and her crawling skills were improved. She also acquired one of her most spectacular proficiencies: swinging across chasms on handily placed ropes.

Tomb Raider: The Last Revelation also expanded upon Lara's previous history. Replacing the much loved (but, by then, increasingly familiar) expanses of the Croft mansion as a training section, players took part in a previous episode of Lara's life—a trip through ruins in Cambodia with the eminent archaeologist, Werner Von Croy. For hardcore *Tomb Raider* veterans, this otherwise easy-to-complete area could be played via a more difficult route.

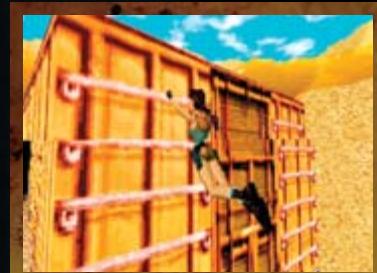
Tomb Raider: The Last Revelation featured more taxing puzzles, and a new menu system allowed items to be combined. Combat encounters were enhanced, both in terms of enemy AI and the nature of the monsters. Such improvements, and with some superb level design, made *The Last Revelation* arguably the most enjoyable *Tomb Raider* since the first.



Beating Von Croy to the globe after taking the "difficult" route through the second training level (opened by collecting eight Golden Skulls in the first level) led to an alternate cutscene and an immense feeling of satisfaction.



Midway through "Tomb of Semerkhet," Lara had to play Senet, an old Egyptian game, against a resident deity. Her success or failure determined the route taken for the rest of the level.



The "Desert Railroad" section, although brief, was an eye-opener. In this section of the game, Lara battled assassins while attempting to sabotage a moving train.

Tomb Raider: Chronicles—2000

At the end of *The Last Revelation* we left our heroine hanging precariously off a cliff. Did she live? Did she die? The title of the game was quite ominous, and *Tomb Raider* fans were left wondering. When *Tomb Raider: Chronicles* was announced, fans thought they had the answer—of course, Lara had survived. But *Tomb Raider: Chronicles* is a collection of Lara's earlier adventures. We still don't know our favorite adventurer's fate.

Tomb Raider: Chronicles is a collection of four adventures, broken up into several levels. In this game, Lara goes after several great artifacts: the Philosopher's Stone, the Spear of Destiny, and the Iris. She also investigates rumored oddities on the Black Isle.

A notable addition in *Tomb Raider: Chronicles* was the Deep-Sea Suit. In the "Search for the Spear" levels, Lara dove on a sunken U-boat. To survive the depths, she had to wear a deep-sea suit. While in it, she couldn't shoot—so stealth was the order of the day. And so was patience. There was just enough oxygen in the suit to make it to the sub, get the spear, and return safely. If Lara rushed, her heart rate would elevate and she would consume more oxygen than she had.



To defeat the many bosses in Tomb Raider: Chronicles, Lara had to keep moving and keep firing. Most bosses could be defeated with just the Pistols, but if they hit Lara, it was doomsday for our heroine.



Chronicles made extensive use of the LaserSight. Combining it with the HK or the Revolver, Lara could snipe more accurately at objects and enemies.



Adventuring in the deep-sea suit was very challenging. Without any weaponry, stealth was required. If Lara moved too fast, she would consume too much oxygen. She had just enough to make it if she did everything right.



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Lara's Evolution



When we first met our heroine in 1996, her wardrobe was quite limited. She donned her trademark aqua sleeveless shirt, fingerless leather gloves, canvas shorts, holster, white socks, and brown lace-up boots. Then she traveled from the caves of the Himalayas to the jungles in the City of Vilcabamba.



In *Tomb Raider III*, Lara traveled the globe. She visited India, Venice, London, Nevada, the South Pacific, and Antarctica. And as she globetrotted, Lara picked up a couple of new outfits. In India, Lara donned her traditional costume. But when she headed to the Nevada desert and then to London, she wore blue combat fatigues. Antarctica must be much colder than the Himalayas, because this time in the cold weather, Lara had pants!



The Last Revelation was the first major overhaul to the *Tomb Raider* engine and the first significant improvement to Lara's character. The polygon count went up and Lara could do new things such as swinging from vines. The game introduced Lara as a young woman—in the training levels with Von Croy. And at the end of the game, we saw Lara possibly the last time—hanging off a cliff and about to fall to her death.

When *Tomb Raider II* came around, Lara got some new outfits. She never gave up her adventuring outfit for good. Instead she got a bomber jacket for cold weather (she still wore shorts, but they looked good on her, so we're not complaining). She also got a wetsuit for the underwater portions of the game. The only problem with the wetsuit was that Lara became barefoot—fine for underwater but not so good when she hopped up on land. Our heroine could have used some diving shoes.



Chronicles featured Lara at different ages. She wore different costumes and searched for many different artifacts such as the Spear of Destiny and the Iris. She traveled in her fatigues and her standard adventuring suit. She also went deep-sea diving in an elaborate diving suit. Hopefully Lara will return and we will see her as never before.



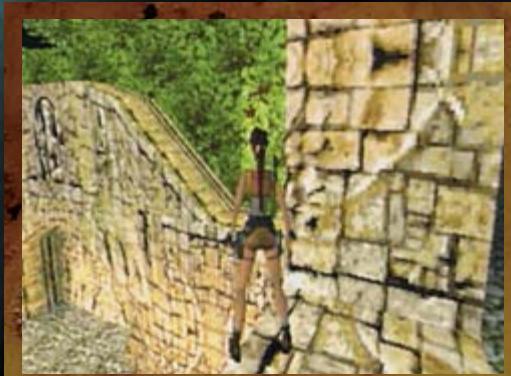
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Gameplay Basics

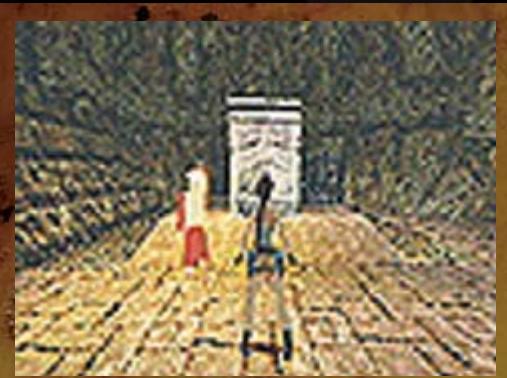
GENERAL MOVEMENT

The games (with the exception of the Game Boy version, which is a side-scroller) take place from a third-person, behind-the-back perspective. This means you see everything Lara sees, and by pushing the analog stick or direction pad you can make her move in a particular direction. Pushing the pad or stick Up moves Lara forward at a running pace. Pushing the pad or stick Down causes her to jump backward a short distance, although she still faces forward. Push Left or Right to have Lara turn in place left or right—you've got to press both Up+Left or Up+Right to get Lara to veer to the left or right while running.



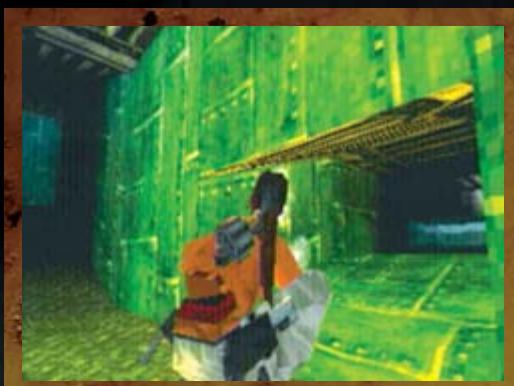
Walking

Probably the most important thing to remember is that Lara's natural inclination is to run. The problem is that while you are running, you might run straight over an item you wish to pick up. More importantly, while she is running, Lara won't stop at cliffs, but will go straight over the side. Slow down the pace sometimes! While walking, Lara stops at the edge when she comes to a drop. This also helps you move directly over an item so you can pick it up.



Sidestepping

At times, you may be slightly to the left or right of a lever, button, ladder, or other object you wish to manipulate. Lara can sidestep in the direction chosen. This helps you to line up more accurately.



Crouch/Crawl

Sometimes the levels are narrow. To maneuver in these tight quarters, Lara can crouch and duck behind objects and crawl through small openings. When jumping to grab the edge of a small opening, hold down the crouch command.



Sprinting

Although Lara runs fast, there are instances when she needs to run faster! While moving forward, press and hold the Sprint button and Lara sprints. If you press the Jump button while sprinting, Lara performs a forward roll. Keep in mind, however, that she cannot keep up the quickened pace indefinitely. A bar shows how much longer you can sprint before Lara returns to her normal run. You have to stop sprinting for a while before you can run like the wind once more.



Rolling

When you need to perform a 180-degree turn in a hurry, press the Roll button to make Lara spin and face the opposite direction. This move can also be performed underwater, which is handy if you have just pulled a switch and have a limited amount of air to reach your goal. You can also press the Roll button immediately after jumping forward. Lara turns around in midair so that, after landing the jump, she's now facing the direction she came from.



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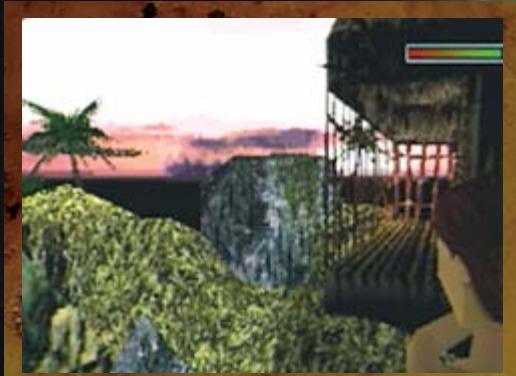
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Looking

To look around, press the Look button followed by the directional buttons. This allows you to look around the room. Lara pauses in place and the camera zooms in to give you a better view. This move is essential for spotting doorways and ladders high above your head, as well as for looking into holes and water to determine what may be in there before you enter.



Jumping

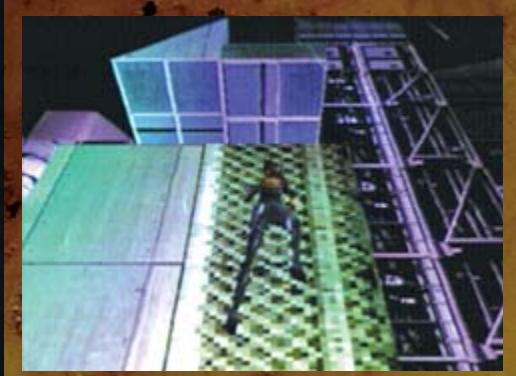
You can jump in place or in any direction by pressing a direction button right before executing the maneuver. If you are running when you jump, you perform a running jump—you leap farther than if you were standing still. If you point the control pad Left or Right, you perform a standing left or right jump.

Climbing

When you reach a ledge you wish to climb to, move forward directly against it and jump. Immediately press and hold the Action button and Lara grabs the edge. Now push the direction pad or stick Up and she climbs up. If there is no room for her to pull herself up, use the Left or Right direction buttons to shimmy until you reach a spot where Lara can climb up (or jump down) safely.

Along with ladders, certain walls have surfaces covered with ivy or cracks that provide a foothold. Jump to reach these surfaces, then press and hold Action to climb. If it's a climbing surface, Lara holds on—allowing you to use the direction buttons to help her climb up. You also can shimmy to the left or right with the direction buttons, depending on the size of the surface.

Lara can also climb ropes and poles. Line her up within jumping distance and go for it. As she is jumping, hold the Action button so that she grabs the rope/pole. Push Up on the control pad to move up the pole/rope and Down to slide down it.



Swimming

While in a body of water, pushing the Swim button allows Lara to move underwater. Use the Left or Right direction buttons to choose direction. Pushing the direction pad or stick Up causes Lara to rise to the surface, while pushing it Down causes her to dive deeper. When Lara is floating on the surface, pressing the direction buttons causes her to tread water in the appropriate direction. The Action button allows you to exit the water at the edge if there is a surface to climb out on. The Swim button sends Lara back underwater.

Even with Lara's amazing lung capacity, she cannot stay underwater indefinitely. A blue status bar appears when you are underwater and slowly empties. When the line runs out, surface for some air quickly! Otherwise, your health bar starts to empty rapidly until poor Lara drowns.



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Shimmy

There are many situations in *Tomb Raider: Last Revelation* where you need to grab a ledge or wall and work your way around it, from side to side. Hold down the Action button and move Lara with the directional pad to move across these surfaces—you can even move around corners!

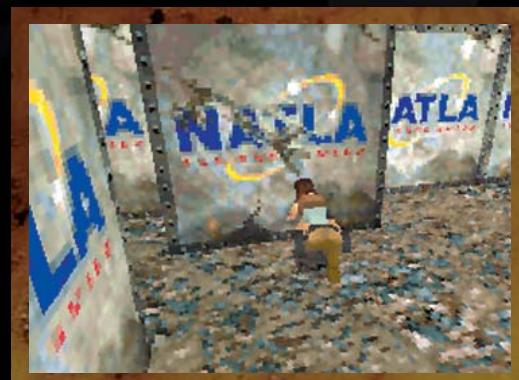


Swinging

New to *Tomb Raider: Last Revelation* is a move that allows Lara to grab ropes, then swing from them to another rope or platform. Grab and hold the rope by holding the Action button, then use the control pad to point Lara in the desired direction.

Action

The Action button does almost everything! If you are standing over an item, press Action to pick it up. If you are standing in front of a button or lever, push Action to activate it. If you are inside a vehicle, the Action button acts as the accelerator. If you jump to a ledge, holding the Action button allows you to hang on the ledge and climb up, or hang from a suspended rope, etc. If you are in front of a door that can be opened, Action will do it. The Action button fires your weapons after they have been drawn from their holsters.



Grappling/Monkey Swinging

Lara also has the ability to grab ceiling surfaces, then traverse them hand over hand. Hold the Action button, then use the control pad to move her in the desired direction.

COMBAT

In the many incarnations of *Tomb Raider*, the game was never about combat. Lara points, you shoot; everybody gets what they deserve. Still a few things deserve to be mentioned. A dead adventurer can't bring home the treasure—she just becomes part of history. Follow these suggestions to keep Lara alive.

MANUAL AIMING

Lara aims, you shoot right? Well, that's how it works normally. But in *Tomb Raider: Chronicles*, they modified the game to allow you to manually aim. Don't worry; this is an option. You can play it the normal way or this new, challenging way. It depends on what you are up for.

Backflipping

Jumping backward in a straight line is the easiest way to deal with onrushing enemies, especially early in the game. As the adventure progresses, quarters get tighter and enemies get tougher—and you can't always kill them before they catch up to you. Still, the backflip remains a staple for much of the game, especially if there's no danger of taking a nasty fall.



Jumping and Shooting

Lara doesn't need your help to aim at a target. And, after you start firing, that target remains locked-on as long as you continue to hold down the Action button. Even if an opponent goes out of view, it is still locked-on as long as you hold the Fire button. So Lara can jump around like mad, and, as long as you hold that Action button, she'll squeeze off shots whenever the target happens to be in front of her. Don't put so much thought into your jumping display that you never get a shot off. As long as there is no hazardous terrain in the area, and that Action button is down, things will work out.



Elevation Conserves Ammo

Throughout the game, you'll come into some area and be bushwhacked—surprised by some sudden threat and placed in imminent danger. Discretion saves a ton of ammo. If you seek higher ground, as opposed to slugging it out on even footing, you can assault the enemy from above using just your pistols. Sure, you may have to hop down to a foe's level to draw it out into the open, but get right back up on your high perch, and plink away. That helps you conserve the best types of ammo for those enemies who are truly deserving: Those that don't have to ambush you to seriously threaten your health.

Don't Forget the Roll

One of the most overlooked of Lara's moves, the roll has a variety of uses, none more important than when used in combat. If you're rolling back and forth—or rolling and backflipping repeatedly—most enemies without a distance attack have a hard time getting close to you. Also, when your back is to the wall, the panicked tendency is to jump straight up and down. Roll and backflip instead.



Shoot from Dry Land

From time to time Lara goes for a little swim. And sometimes, bad things are waiting in the deep—crocodiles, frogmen, koi, piranhas, just to name a few. You can fight the enemies underwater—your guns will work. It is much easier, however, to attack from dry land. When you see an enemy approach underwater, hop out onto the water's edge. Lara tracks the beast and you can shoot from relative safety.

Introduction

In the first installment in the *Tomb Raider* series, we meet our heroine, Lara Croft, as she searches for the pieces to the Scion—an artifact from the fabled city of Atlantis. Along the way she battles bats, tigers, dinosaurs, evil henchmen, and an arch nemesis. This is the game that launched an icon and now a blockbuster movie.

ENEMIES

- ◆ BATS
- ◆ CROCODILES
- ◆ GORILLAS
- ◆ LIONS
- ◆ PANTHERS
- ◆ TIGERS
- ◆ WOLVES
- ◆ BEARS
- ◆ GOONS
- ◆ HORSEMAN
- ◆ MUMMIES
- ◆ RAPTORS
- ◆ T-REXES



Raiding tombs is a dangerous business. Keep your guns ready.



OUR HEROINE

Name: Lara Croft

Nationality: British

Date of Birth:

February 14

Birthplace: Wimbledon, Surrey, England

Marital Status: Single

Blood Group: AB -

Height: 5 ft. 9 in.

Weight: 132 lbs.

Hair: Brunette

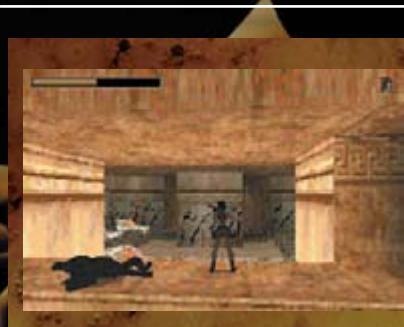
Eyes: Brown

WEAPONS

- ◆ PISTOLS
- ◆ SHOTGUN
- ◆ MAGNUMS
- ◆ UZIS



You run into the mighty T-Rex early in the game. Its deadly jaws can make quick work of you, so keep your distance. Retreat to an area where the T-Rex can't follow, then shoot at it from relative safety.



Lara also uses the Shotgun. This weapon packs more of a punch, but its ammo supply is lower.

GAMEPLAY BASICS

If you've never played a *Tomb Raider* game, start out in Lara's house. This mini-level will get you acclimated to the controls as Lara guides you around her home. Learn these skills well; they mean life or death. In *Tomb Raider*, save spots are few and far between and some levels take a long time to execute. Have the skills down pat before tackling the first mission.

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Level 2: The Caves

"The Caves" is a short level to get you comfortable with the game. Patrol with your guns out and follow the screenshots. This level contains three Secrets.



START

You start out in the caves of the Himalayas. You will first contend with bats, then wolves, and even a bear. Luckily you have your Pistols to ward off the enemies.

GOALS

The goals of the first level are to practice the skills you learned in the house training level, and to survive. Look for the telltale signs of switches that open passages, and fight your enemies from the high ground. Shoot at the wolves and the bear from where they can't hit you.



SECRETS

Above the far corner of the large cavern is a tunnel. Stand with your face against the wall. Jump backward, then jump off the slope and grab the ledge to reach this Secret.



Blast the bats, and check the small open area on the left. Stand in the corner with the snowdrift, and use the Grab and Forward commands to grab the ledge. Watch for more bats.

When the bear falls, drop and check the nearby opening. Grab the Small Medi Pack and use the pressure plate to open the door.

Level 2: City of Vilcabamba

"City of Vilcabamba" is a relatively compact level that begins with a major wolf ambush. Be ready for action. This level has three Secrets.



START

Wolves await you at the beginning of this level, and wolves and a bear appear later on. In the City of Vilcabamba, you learn to swim, a skill you use throughout this series.

GOAL

The goal of this level is to find the Gold Idol, which you need to use to unlock the door in the third screenshot here. To get the idol, look for the movable block in the first screenshot here. The prize is in the alcove beyond.



SECRETS

The first Secret lies in the large chamber, in a small room above the lever in the well-lit corner. When you've cleaned out the goodies, head to the underwater passage.



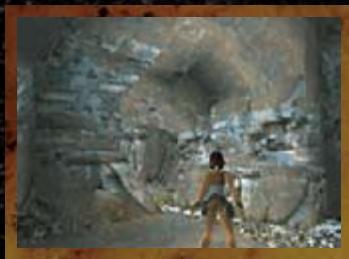
Swim to the end of the tunnel near the first Secret. Swim up to the left to discover a small room. Climb out of the pool and investigate the open door. The hidden switch opened the door to the room. More goodies await.

Near the end of the level, there is an upper ledge on the far side of the pool. On the right is a hidden walkway. Follow the hidden hallway to a secret stash, then check the area near the bear's pool.



Level 3: Lost Valley

The wide-open spaces of "Lost Valley" are the stomping grounds of the infamous T-Rex. There are also raptors and wolves aplenty, so keep your guns drawn when you're not doing other things. Don't venture immediately upstream. Collect the three Machine Cogs first. There are five Secrets on this level.

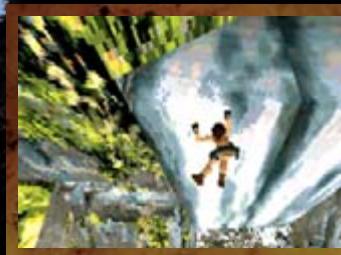


START

You start the level upstream of a set of falls. Remember this place; you must return to it after you've collected the three Machine Cogs that are required to complete the level. Watch out—you have to battle a T-Rex and a pack of raptors on this level.

GOAL

The first Machine Cog lies on a ledge. Climb up the rocks to the right of the waterfall to find it. The second Machine Cog is in a small underwater chamber near the structure. The last of the Machine Cogs is on the far side of the broken bridge. Climb up the waterfalls to the start of the level. Insert the cogs into the puzzle to complete it.



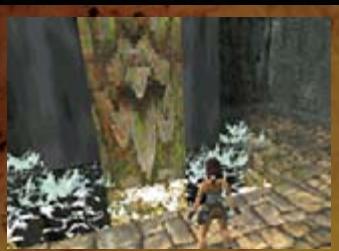
From the first Secret, return to the valley floor and investigate the plant life to the right of the same waterfall. Behind a rock to the right of the waterfall is another secret stash.



Cross the bridge and place the Machine Cogs on the bare pegs. Throw the switch to divert the water flow. In these screenshots, there's a Secret to the left. In the whitewater end of the stream, near the cog mechanism, climb into the small chamber and raid the loot.

SECRETS

Climb the rocks to the left of the large fall. Jump and grab the crack, then shimmy out across the falls. At the peak of the falls' cavern, pull up and stand. In the back right is the secret chamber.



Run and jump to make the corner of the distant roof. Don't overlook the ammo over the crest of the roof. Slide down the rocks on the far side of the roof to return to the valley floor.



Follow the underwater passage past the skeleton. You surface in a small secret chamber.

LEVEL 40 Tomb of Qualopee

"Tomb of Qualopee" is compact. The excursion is centered around the first piece of the Scion. A long ramp leads off the main room. The ramp is booby-trapped: If you venture too far up, a huge boulder rolls down. You have to deal with the boulder eventually, so coax it out now. Go a third of the way up the ramp, then roll and run into the room. If the boulder drops, duck to one side of the room. If it doesn't drop, go farther up the ramp and repeat the process until it does. This level has three Secrets.

**START**

This level is dominated by the puzzle of the moving pillars that allow you to cross the spikes. Don't throw the first switch before examining the spiked chamber. Take advantage of the original pillar configuration before throwing that switch; otherwise, you can't reach the other important toggle switch. Notice that a shortcut hallway opens to get you directly back to that first switch, saving you the hassle of backtracking.

GOAL

The goal of this level is to discover the first piece of the Scion. You must deal with mummy and the collapsible floors before claiming your prize. At the end of the level, there is a cutscene that explains more of the Scion's story.

**SECRETS**

Jump up and grab the edge of the ledge. A hidden doorway opens at the back of the alcove. Run across the collapsible floor and claim the ammo from the safe ledge.



Hang and drop beneath the safe ledge to find the second Secret. You'll also find another stash of goodies.



Follow the hallway back to where you began the level, and jump in the water. Look right to spy a small opening. Follow the narrow underwater passage and clean out the secret chamber.



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Level 5: St. Francis' Folly

"St. Francis' Folly" is a puzzle-packed trip. Most of the action takes place in and around a tall tower that allows access to several puzzle areas. Look around before you leap, or you will get a one-way ticket to the ground floor. There are four Secrets on this level.



START

This level tests your skill to the utmost. There are many tricky jumps to execute as you search for the keys to the rooms high above. Look out for a gorilla and one of Natla's goons.

GOAL

The goal of this level is to find the four keys: Thor, Neptune, Atlas, and Damocles. Apply them to the lock at the end of the level to exit.



SECRETS

Catch the edge of the ledge above and pull yourself up. From the upper ledge, backflip to the slope, then jump and grab the high ledge. Take the goodies, and watch out for the fake floor.



Kill the crocodile in the pool and go for a swim. With the conduit full of water, swim to the opening of another small secret chamber.



Kill the tigers, then trip the pressure pad outside the Thor room. The door to the last secret is timed, so hustle to make it.



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Level 6: Colosseum

The "Colosseum" level centers around a huge arena filled with hostile creatures and Natla's henchmen. The object is to make it to the area's central structure, and from there to three outlying chambers in the grandstands. You open the exit, in the center of the Colosseum, by solving the puzzles in those outlying areas. First things first, though: You must penetrate the Colosseum proper from the large outer cavern. There are three Secrets on this level.



START

Tigers are everywhere. You also have to contend with bats, another gorilla, and one of Natla's goons. At least you have the Shotgun now. It helps you make short work of the bad guys. Lara also gets the Magnums on this level—they're a great help later on.

GOAL

To exit the level, find the Rusty Key. It unlocks the last door of the level.



SECRETS

From the upper walkway you spy a small cave to the left of the pool below. Jump down the rocks along the cavern wall, finally running and jumping to the small secret cave.



From this position (indicated in the screenshot here), jump forward, right, back, left, and forward again to reach a high ledge before the door closes. Find the Magnums in the small chamber, as well as other prizes.

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Level 7: Palace Midas

"Palace Midas" is a sprawling level, the object of which is to find three Lead Bars and turn them to gold. The level has three Secrets.

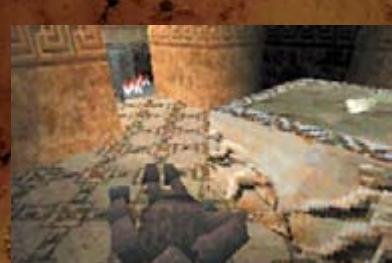


START

"Palace Midas" starts out in a small pool. Climb out of it and explore the surrounding area. You deal with crocs, gorillas, lions, and other nasties in this level. The keys to success here are the glyphs above the locked doors. You must copy the glyphs' pattern on the array of switches upstairs to unlock the door.

GOAL

The goal of this level is to turn three Lead Bars into gold using the fallen King Midas statue. After that task is complete, return to the exit and insert the three gold bars into the slots in the wall to complete the level. The first bar is at the end of a series of flaming pillars. The second is located on top of the roof of Palace Midas. The last Lead Bar is in the room with the covered spikes.



SECRETS

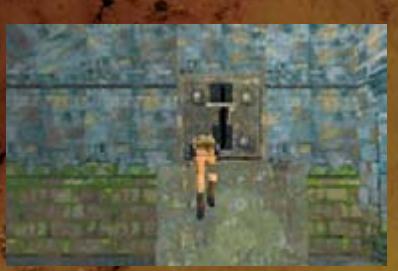
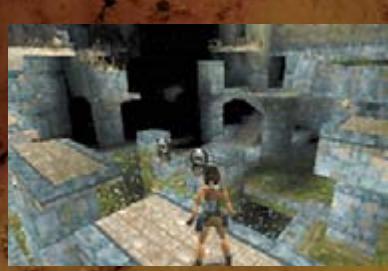


Just inside the garden gate, there's a switch hidden in the bushes. That opens the sealed interior gate. As the trap opens, roll, then jump backward before the floor collapses.

After picking up the first Secret, backtrack to the area of the pool near where you pegged the bats and gorillas moments ago. Hang over the edge and drop to the stash.

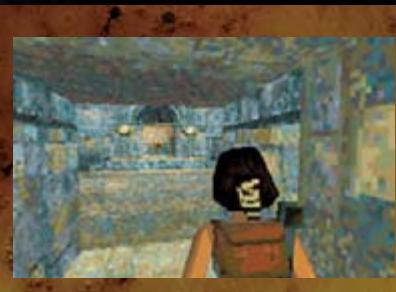
Level 8: Cistern

The secret to success in the Cistern lies in manipulating the water level. A single switch floods and drains the area around the large central pool. As long as you get started on the right foot you only need to throw the flood switch once to gather all the keys that allow you to exit. This level has three Secrets.



START

Break out your bathing suit—you're going for a long swim on this level. Use switches to manipulate the water level in this main room.



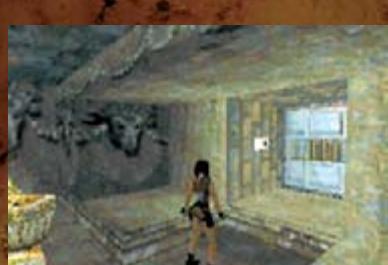
GOAL

Keys, keys, and more keys. In this level you have to find Silver Keys, Rusty Keys, and a Gold Key. The Gold Key is underwater in the small chamber shown in the first screenshot here. You need it to open the Gold Key Door in the second screenshot here and exit the level.



SECRETS

Follow the underwater passage to the large outer pool. Climb ashore and rid the area of rats and reptiles. Notice the dark area on the right. Dive into the shadows of the large pool, and enter the narrow passage. There's ammo on the floor about halfway along.



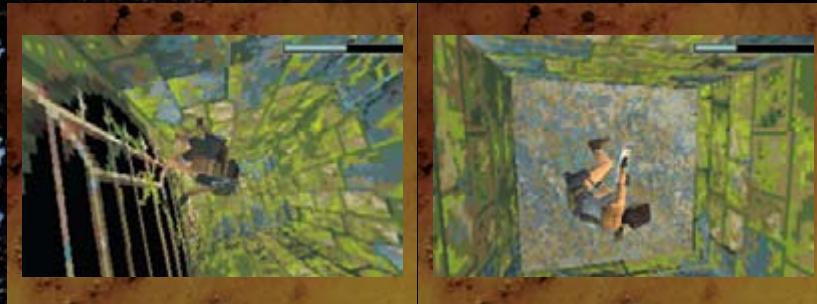
To the left of the first Silver Key Door is a movable block. Push the block aside to reveal a small chamber.

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Level 9: Tomb of Tihocan

Tomb Raider takes a diabolical turn about halfway through the Cistern, and "Tomb of Tihocan" continues the trend. The first Secret is difficult to find, the traps are cruelly placed, and the combat comes fast and furious. If you survive the final battle of the level, however, another piece of the Atlantean Scion is yours. This level holds three Secrets.



START

The level begins with you floating in the deep well below the Cistern. Swim down past the grating to discover a short hallway, then pull the lever below to lower the water level.



GOAL

At the tomb near the exit of the level lies the next piece of the Scion. You have to deal with a Horseman and one of Natla's goons. He has the piece you want, but you can claim it after you dispose of him.



SECRETS

Collect the goodies in this room and notice the odd-colored sections of the floor.

Stand on the one in the corner that was on the far left as you came into the room, and run around counterclockwise. Stepping on each of the off-colored sections of floor opens a hidden door in a corner of the room.



Apply the Gold Key to the Gold Key lock to get the second Secret of the level and raise the blocks out of the water.



Jumping along the wall on the right, you eventually hop across a slope and drop into an area in front of a door. From the solid ledge, jump forward, left, forward, forward again, right, and forward into the alcove for the third and final Secret.

Level 10: City of Khamoon

This level begins the first of a two-part set; you'll be here again in the upcoming "Obelisk of Khamoon." Thus, there are some areas you can see but can't reach yet. This level holds three Secrets.



START

A new animal is introduced here—the panther. Although no more ferocious than lions or tigers, panthers keep you on your toes.



GOAL

To exit the level, redeposit a ton of sand in the large chamber by throwing the switch shown in the first screenshot here. Instead of dropping into the hole, jump left into the large room. From there, hang and drop from the side of a ledge to avoid the slope below. Then, throw the last switch and escape.



SECRETS

When you investigate the ramp, a boulder drops down. Roll and run off to one side. Check the dark corner of the large area to the left of the cat shrine. Jump across the slope to flat ground, and clean out the small niche.



From the outcropping near the statue, run and jump to the top of the shrine. Collect the goodies and look for the adjacent ledge. From the corner piece on the shrine room, run and jump to the ledge and collect the ammo.

Run, jump, and grab back to the left of the passage through which you entered. In the corner behind the statue is a secret box of shells.



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Level 24 Obelisk of Khemoon

The object of this level is to obtain four small relics, which you must place in the pillar near the City of Khemoon. The relics are at the ends of four pathways leading to the Obelisk. Lowering the planks that allow you to grab the relics, however, involves a bit of a trek. This level contains three Secrets.



START

Start the level by investigating the short tunnel, climbing from the slope to the ledge on the left. The locked door leads to the low pool surrounding the Obelisk.

GOAL

Manipulate switches to lower planks that allow you to reach the relics. Collect the relics and bring them to the area near the start of the previous level. Place the four small relics in the corresponding pillar plates to open the nearby double doors.



SECRETS

Before you head down to the first relic, venture through the row of columns and check the top of the Obelisk. Run, jump, and grab from the walkway near the columns to land atop the Obelisk.



From the top of the Obelisk, look down and to the left. There's another Secret behind the swan ornament. Run, jump, and grab from the top of the Obelisk to uncover more goodies.



Near the corner of the large chamber near the Obelisk, jump up and grab the edge of a walkway. The walkway holds a secret stash.



Level 12: Sanctuary of the Scion

The "Sanctuary of the Scion" features the most grueling climbing in the game. You explore the huge cavern surrounding a gigantic sphinx statue. The single Secret of the level is the game's final set of weapons: the awesome Uzis. You need them to fend off the winged demons that challenge your climbing.

**START**

Mummies await you at the beginning of this level. Jump back and forth to pepper them as they head down the stairs toward you. After they are out of the way, climb the stairs to discover the sphinx.

GOAL

You must find two Ankh in this level. The first Ankh is available after you get the Horseman to leave. The second Ankh is in a chamber with another Horseman at the end of a narrow

bridge. When you have them both, place them in the plates in front of and behind the statue's head.

**SECRETS**

From the sloped walkway that leads toward the sphinx, you spy the Uzis in midair. Run, jump, and grab toward the guns to clutch the edge of an invisible platform. Climb up and grab the Uzis.



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Level 19: Natla's Mines

Stripped of your weaponry by the evil Natla, you must pursue the enemy without self-defense. The first part of "Natla's Mines" focuses on you getting your Pistols back. The rest of the weapons reappear in short order. Use your Magnums as much as possible after you find them—you'll need the Shotgun ammo later. This level has three Secrets.



START

Swim through the passage and surface in the pool. Check behind the waterfall to discover a tunnel. Follow the tunnel behind the falls, and look left when it broadens. Throw the switch to open a passage back on the shore opposite the falls.

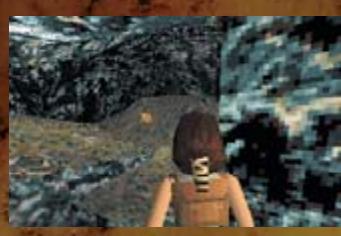
GOAL

To exit the level, you must discover the Pyramid Key—which you won't find until the end. Slide near the wall to reach a flat landing close to a passageway. Throw the switch in the short passage to open another gold door near where you entered the large cavern. Inside the opened chamber are a Large Medi Pack and the Pyramid Key. Insert the Pyramid Key into the lock and put Natla's Mines behind you.



SECRETS

Jump back and forth for several seconds, and the trapdoor closes. Stand on it and grab the ledge above. Raid the chamber and throw the switch to open the exit.



Move the box in the small chamber and climb through the hole in the ceiling. There are goodies in the area, but check the long passage first. On the other side of the boulder trap, you find your Shotgun lying on the tracks.

There's ammo scattered around the white pillars, and a pool filled with water, not lava. Dive into the pool and raid the secret room.



Level 14: Atlantis

As *Tomb Raider* builds to its final battle, the enemies come fast and furious. Use your Uzis exclusively, unloading ammo in large amounts at every turn—big bunches of clips are scattered about. Hoard the Shotgun shells; you'll need them soon. There are three Secrets in this level!



START

Get out those Uzis and approach the first egg chamber. The pods explode and release enemies. Coax open one pod at a time. Leap back and forth to take care of business.

GOAL

Throw the first switch, which opens the door, then hustle to flip the second switch. Cross the temporary bridge and enter the Scion chamber. Natla will make her plans known, but this isn't the final confrontation.



SECRETS

Hang from the ledge, then drop and grab the platform below. Clean out the short tunnel and follow it to the connecting hallway.



Slightly shaded flat spots lead to the high right corner of the slope. There is a small secret room up there. Collect the goodies and slide to the water.



Step into the wide tunnel and cut loose on the trio of freaks. Backflipping and weaving while running forward helps. Step on the undecorated square in the short hallway below, then run up the tunnel where the three freaks waited. A secret room has opened on the right.

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Level 25: The Great Pyramid

You have one level to get through, and it begins and ends with a big battle. The first confrontation is against Natla's king beast, an enormous Atlantean. Use your Shotgun. Watch your step near the edge of the large battle area, pump off three or four Shotgun blasts, circle around the beast, roll, and fire again. Repeat. This level contains two Secrets.



START

Get out the Shotgun and go to work. If the creature gets close, it grabs you and kills you with a single attack. Keep up the assault. When the monster dies, collect Uzi clips from the area.



GOAL

Gather the ammo and swim up to the site of the game's final confrontation. Max out your health, then grip the Uzis and get ready for the final battle. Natla is now mutated. She comes flying in from the upper left as you enter the large cave. Return fire. Defeating the mutant Natla requires a few of your Uzi clips. Keep mobile, and wait for Natla to get down to your level instead of trying to shoot her when she's above. Natla's favorite trick is playing possum—she'll get up after feigning defeat and lying still for a few moments.



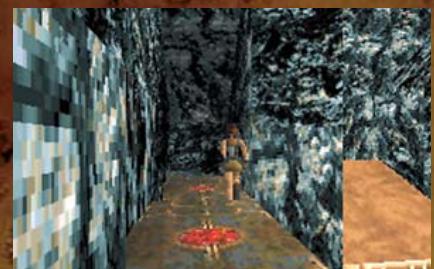
When Natla is dead, go behind the large rock pile.

Begin climbing to the level's exit. Follow the passage and the pillars until you reach the wide tunnel high above the ground. When you slide down the slope, this first adventure is in the books.

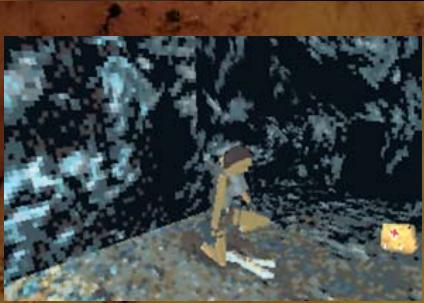


SECRETS

Jump across the lava from side to side. Cross the extended bridge. Raid the small chamber and notice the switch: The bridge has retracted behind you.



Jump and grab an invisible crack near the top of the dark red flow. Shimmy to the right and drop to the ledge at the far end of the crack. Load up on ammo and Large Medi Packs.



Run, jump, and grab from the edge of the ledge to the collapsible platform below the blade. As long as you don't pull up, the platform remains intact. Being mindful of the blade, pull up, then run and jump from the platform as it collapses. You enter the small secret chamber to get the secret.



Introduction

Tomb Raider II takes Lara in search of the Dagger of Xian. She starts out along the Great Wall of China and ends up in the final battle at the Dragon's Lair. Along the way she visits Venice, where she drives a speedboat and dives on the wreck of the *Maria Doria*. She moves to the foothills of Tibet, where she pilots a snowmobile. Get ready; Lara's second adventure is about to begin.



One of the new weapons in Tomb Raider II is the Harpoon Gun. Unlike the Pistols, you have to release the trigger to reload the Harpoon Gun before firing again.



In Tomb Raider II, don't engage creatures while underwater—it's too hard. When the opportunity arises, hop out of the water and kill the beasts from dry land.

ENEMIES

- ◆ DOBERMANS
- ◆ EAGLES
- ◆ GOONS
- ◆ KOI
- ◆ PANTHERS
- ◆ SOLDIERS
- ◆ DRAGON
- ◆ FROGMEN
- ◆ GUARDIAN
- ◆ NINJA
- ◆ RATS
- ◆ YETI

NOTE

Secrets work differently in *Tomb Raider II*. This time there are three idols in each level--Stone, Jade, and Gold. If you pick up all three, you gain the secret bonus for that level. If you don't, you get nothing.

WEAPONS

- ◆ AUTOMATIC PISTOL
- ◆ HARPOON GUN
- ◆ PISTOLS
- ◆ UZI
- ◆ GRENADE LAUNCHER
- ◆ M-16
- ◆ SHOTGUN

LEVEL 24 The Great Wall

"The Great Wall" is a demanding first level, due to its traps. The tigers are tough, but you can keep a safe distance from most of them. Don't get discouraged if the hallway traps give you fits: They demand a high skill level. If you need practice controlling our heroine, make a quick trip to Lara's Home. The Secret Bonuses you'll find there are a Grenade Launcher, Grenades, and a Small Medi Pack—if you find the three dragons, that is.



START

Move straight forward as the copter leaves. Hang a right and wade into the small pool as a tiger sneaks up from behind. Round the rock on the left. Grab the top of the tall rock and pull up to the path.

GOAL

Grab the slider contraption and span the distance. Watch for tigers on the ledge as you approach, and drop off ready for action. Don't let the twin tigers force you back over the ledge. As long as you survive, you don't need to use a Medi Pack because your health goes back to full at the start of the next level. Follow the short tunnel to a camp-

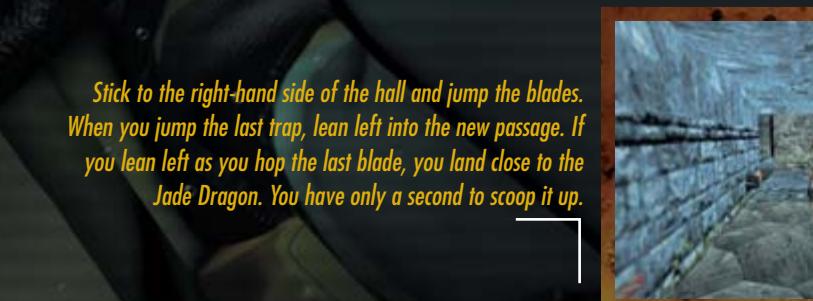


site. When you go near the large red portal, the level ends. After the bad guy has taken the easy way out, Lara checks the laptop. Venice it!



SECRETS

There's a small gap where you can jump to another short section of trail as a second tiger appears below. Collect the Stone Dragon from the ledge and double back to continue climbing the rocks.



Stick to the right-hand side of the hall and jump the blades. When you jump the last trap, lean left into the new passage. If you lean left as you hop the last blade, you land close to the Jade Dragon. You have only a second to scoop it up.

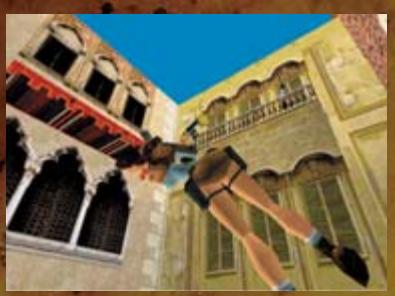


After killing the first (yes, we said first) T-Rex, investigate the valley floor. At the far, dark end waits the Gold Dragon. Another T-Rex appears behind you when you claim the prize.



Level 2: Venice

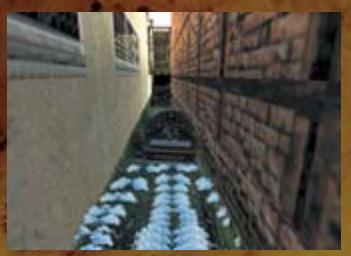
Your trip to Venice is one of the best excursions in *Tomb Raider II*. For pure ambience, it's hard to beat, and the back-and-forth puzzles give you time to take it in. You acquire the Automatic Pistols early. They are your weapons of choice for a while, because enemies appear in close proximity and with heavy artillery of their own. The Secret Bonus is Automatic Pistol ammo.

**START**

Whip out your Pistols and get the attention of the Doberman up ahead. The long alley gives Lara room to backflip. Turn right at the end of the alley and jump left into the courtyard. Blast the sniper on the veranda above.

GOAL

In the dark chamber, a small button opens the exit door. Leap into the boat and gun the engine. Head up the long ramp as a distant bell tolls. Crash through the bedroom where you found the Jade Dragon, zig left, then quickly zag right into the narrow canal. Hang a right out of the narrow canal and gun the engine toward the exit.

**SECRETS**

Exit the boathouse in style, and enter the dark tunnel. Pop a Flare, and look right. Collect the Stone Dragon and more Flares from the short hallway. Follow the hallway to a ledge above a large open area.



From the dock near the door, jump up and grab the ledge above the arch. Shoot open the window and take the Jade Dragon from the bed. Return to the speedboat.

LET THERE BE LIGHT

Using your Flares is vitally important. The levels can be dark and Flares help light the way. There may be Secrets, switches, and traps in dark passages.

LEVEL 3: Bartoli's Hideout

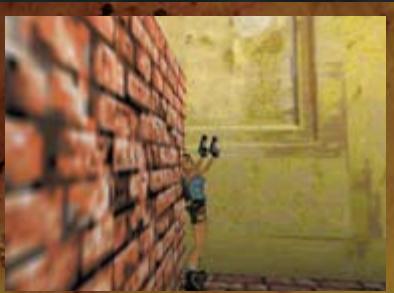
"Bartoli's Hideout" is another winding Venetian excursion, although this time without the speedboat. Rely on your Automatic Pistols for those close encounters, and take heart: The Uzis are ahead. When you have the Uzis, you can mow down your foes with more authority. As long as you pay close attention and don't use too much ammo, the Uzis are your weapon of choice.



START

Disembark at the dock and kill the rats near the double doors, then head left. There are more rats on the stairs, and a larger variety around the corner to the right. Blast the thug in the narrow hallway, then cap a few more rats. Flip the switch to open the double doors.

corner and peg the sniper on the ledge above. Follow the top of the brick wall to the ruined building and jump inside. Climb up through the building shell to the hole in the ceiling to reach the roof. Jump across the hole in the roof and follow the passage to exit.



GOAL

Use the Detonator Key at the small box to demolish the structure where the Jade Dragon sat. Put your back to the

brick wall and peg the sniper on the ledge above. Follow the top of the brick wall to the ruined building and jump inside. Climb up through the building shell to the hole in the ceiling to reach the roof. Jump across the hole in the roof and follow the passage to exit.

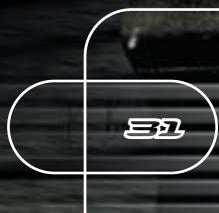


SECRETS

Inside the room, on the left, there's a switch barely visible because of the wallpaper. Throw it and return to the hall. The switch opened the door to a small veranda. Grab the shells and the Stone Dragon.



Follow the brick wall and climb the structure to the breakable windows. Blast open the window and collect the Jade Dragon. Double back to the Detonator Box.



Level 4: Opera House

"Opera House" turns things up a bit, so proceed with caution. You need the Uzis. Be conservative, however; you want the Uzis for the final showdown. When you need a Flare, indulge. The Opera House contains a few dark corners, and an area below the stage is pitch-black. The Secret Bonus is the Uzi clips.



START

On the platform near the swinging box, stand as shown in the left screenshot and whip out the Grenade Launcher. Jump backward. You hit the slope across the canal and slide in the direction of the criminal. Kill him before you hit the water. At one end of the short section of the canal is a ladder for you to climb.

GOAL

Rush past the swinging bag and drop to the floor. Kill the thugs below and take the Grenades. Watch out for more criminals hiding in the boxes—they are heavily armed. The button above the boxes opens the level exit at the far end of the room. Check the bodies before leaving.



SECRETS

Hanging from the slope beyond the switch, stand and jump. Backflip to a pool below the stage. Circle left and look for a low opening. Through the low opening is a small dark chamber. On the right as you enter is a small passage sloping downward. Swim down and grab the Stone Dragon.



If you let the elevator go down without you, you'll spy a ladder on the wall. Jump from the ledge to grab it, then climb up. Amongst the glass fragments waits the Gold Dragon. In the first alcove on the left is a switch that opens the exit in the second alcove.



In a fanless hallway, you spy a dark corridor above. Jump and grab the edge, then pull up with caution. Pop a Flare, then gingerly take the Jade Dragon from in front of the spinning fan.

LEVEL 5: Offshore Rig

"Offshore Rig" is a small level. When the level begins, you have been locked in a cell and relieved of your weapons. You must escape and rearm yourself. You get the Uzis after collecting all three Dragons. They will be a huge help, especially with the Shotgun guards near the third dragon statuette. The Secret Bonus is the Uzis and Uzi clips.



START

You must get out of the cell by clearing a path from the cell door to the hallway nearby. Throw the switch in the hall and run for the door. Hang a left along the dock as the alarm sounds.

GOAL

Break the glass and grab the Green Pass Card. Double back to the walkway near the wall and follow the hallway up. Drop into

the lower passage ready for trouble, and continue down that passage to the control room. Apply the Green Pass Card to the reader and throw the switch before exiting through the opened door. Jump into the pool and follow the underwater tunnel. Pull the lever to the left of the gate and escape.



SECRETS

Follow the long hallway. Where it turns right, look for an open trapdoor in the floor. Swim down and follow the passage. In the chamber behind the huge fan, grab the Jade Dragon. Move quickly. You need all of your air to make it back to the lever room.



Kill the guard in the upper hallway and take the Red Pass Card. Continue down that hallway. Past the point where the guard dropped the Red Pass Card is a ladder on the left. Climb it and snag the Stone Dragon.



Swim along the wall below the upper walk and circle the large column to the corner of the room. Climb out. This approach helps you avoid sniper fire. On the foot of the column is the Gold Dragon. Grab it and get into the water—rig workers arrive nearby and a gunner opens fire from above.



Level 6: Diving Area

"Diving Area" is a sprawling excursion, fraught with peril but rich with reward. First the bad news: "Diving Area" adds the flamethrower to your list of enemies. When in doubt, use the Uzis. Now the good news: The level also features the awesome M-16, which is hidden. The Secret Bonus is Uzi clips.



START

Follow the passage to the ledge above the pool. The exit is to the lower right, but don't go in the pool yet. Run, jump, grab the ladder, and climb up to the hallway. Push the button to stop the huge underwater fan. Jump into the pool and swim beneath the immobile fan. Collect the Grenades and double back. Pull the underwater lever to open the exit and climb onto the walkway.

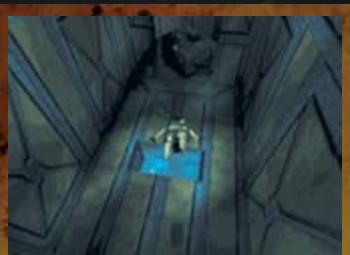
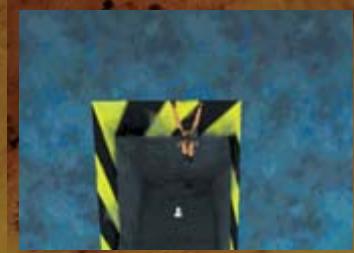
GOAL

Don't fall into the large pool; there's no way to climb out in the same area. Check the bodies and don't overlook the Harpoons near the air tanks. Follow the long path through corridors and watery passages. From the upper walkway, punish the heathens abusing the friendly monk. When you go downstairs, pass through the open door to pick up the Gold Dragon, then check on the monk.



SECRETS

Below the broad slope is a pool of toxic waste. To avoid it, slide down the slope backward and grab the ledge above the small central opening. Drop and collect the Stone Dragon.



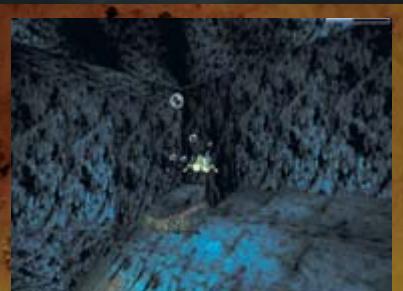
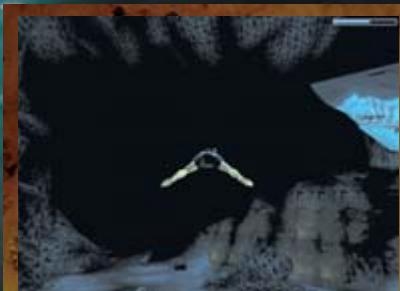
In that corner of the room, approach the control panel to the right of the orange tank. The panel opens. Push the button inside. The button opens the grating in the bottom of the pool. Swim down and collect the Jade Dragon.



Downstairs, check through the open door before going near the monk. You'll find the Gold Dragon.

Level 7: 40 Fathoms

This is the first of several levels in and around the remains of the *Maria Doria*.



START

As the mini sub crashes to the ocean floor, turn around and look for the scattered debris. Follow the debris trail. With the shark in pursuit, head for the corner of the hole in the ship. Swim down. Grab a quick breath in the chamber and swim through the hole below, hooking to the right.

GOAL

At the end of the hallway is the large chamber that the switch near the start of the level flooded. Get out the Harpoon Gun and go for a swim. (You can't avoid fighting underwater in this case.) Subdue the frogman, then notice the low, open portal. Max out Lara's health and follow the passage. Climb quickly through the hole in the ceiling to the dry chamber and whip out the Uzis. You're going to take a heap of abuse climbing out of the hole, but don't use any Medi Packs, even if you barely survive. Collect the goodies and throw the switch to open the level exit.



SECRETS

Drop to the area below, careful not to fall through the huge trapdoors, and dispose of the lurking goon. Sticking near the wall to avoid the trapdoors, claim the Stone Dragon from the floor nearby.



At the end of the passage, hang a left and jump to the open doorway. In the large outer pool wait the Jade Dragon and a host of unfriendly fish. Grab the prize and return to the hallway.



Swim to the upper chamber and get a breath through the trapdoor that opened when you pulled the switch below. Swim down and collect the Gold Dragon. When you do so, the tall chamber fills with barracuda. Swim to the opened trapdoor above and kill them from the dry hall.

Level 8: The Wreck of the Maria Doria

The *Maria Doria* has it all: nasty ambushes from heavily armed foes, sneaky Secrets, and killer puzzles. The big puzzle is collecting three Circuit Breakers, which you use to access the final third of this huge level. The Secret Bonus is the Grenade Launcher and Grenades.



START

Follow the passage to the large, water-filled chamber. Kill the frog-boy. Accumulate the Harpoons from the floor and follow the passage. Collect the Large Medi Pack and beware: Your health must be near maximum for this next move. Slide down the slope, hang, and drop to the collapsible floor below.



GOAL

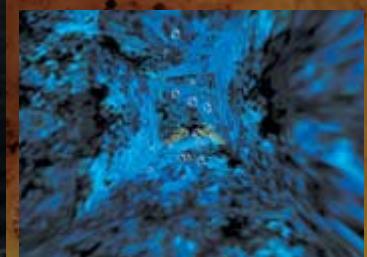
Run into this small gap in the walkway, running toward the entrance to the room. Jump into the pool below. Be wary of the eels. When the twisting tunnel opens into the larger area, check your air supply. There's a chamber above, and you exit the level when you approach the distant metal wall.

SECRETS

There's a rig boss hiding in the dark corridor, and another sneaks up from behind when you discover the hole in the floor. Drop and claim the Stone Dragon. Return to the room where you climbed into the hall.



Pull into the passage to the right and drop to the floor. Grab the ledge as you drop to stay close to the wall; a barrel rolls overhead. Climb up to the barrel hallway and collect the Jade Dragon from the far end.



As you near the end of the row of windows, look low and left for the Cabin Key. Loop around the rocks, in the direction of the trapdoor. Across the passage leading back to the trapdoor is a small open area in the rock. Look up to spy a tall tunnel. Swim up and collect the Gold Dragon.

Level 9: Living Quarters

After the *Maria Doria*, "Living Quarters" is a respite. The big puzzle involves reconfiguring the huge array of pistons and discovering the proper backtrack route when you change the piston's configuration the second time. Get a good look at the king eel in the underwater cave. The Secret Bonus is some M-16 clips.

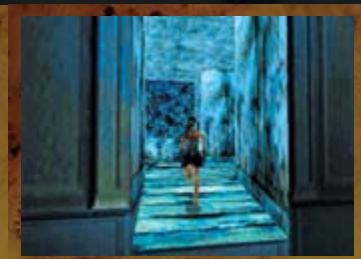
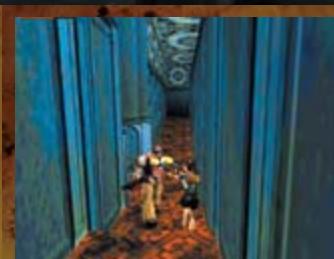


START

Head forward as the level begins and look left through the opening. Pull the lever on the metallic wall and surface through the opened trapdoor above. Dispose of the deckhand and continue into the adjacent area. This is the piston room, complete with a sniper to the upper right. Hug the left-hand wall to the far end of the corridor.

GOAL

Dispose of the criminals on the ledge and throw the switch to open the stage curtain. Dispose of the goon and head backstage. Move the box and use it to cross over the wall. A Flare might help you see the dangerous floor pit. Jump across it and push the button. Backtrack to the pit where you found the Theatre Key, ready for an arriving rig boss. Swim across the flooded pit and climb into the hallway to leave the Living Quarters.

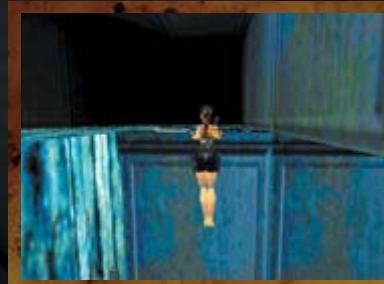


SECRETS

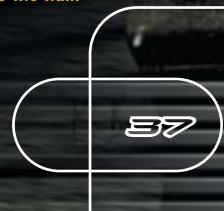
After throwing the switch to reposition the pistons, dispose of the sniper before making a run for the Stone Dragon to the right. Run, jump, and grab the lower ledge to pick up the prize.



You can see the Gold Dragon below the hallway. Jump and grab the edge of the dark upper chamber. Drop through the collapsible floor section in the dark upper chamber to collect the Gold Dragon.



Dispose of the fish in the pond and collapse the small floor section underwater. Swim through the broken pool flooring, wary of another fish. Take the Jade Dragon, then return to the hall.



Level 10: The Deck

This level is crawling with flamethrowers. Use the extended range of the M-16 to make short work of those enemies. At the end of the level, you claim the Seraph, which you carry until the end of your stay at the Barkhang Monastery. The Seraph is the key to the Catacombs of the Talion. Grenades are the Secret Bonus.

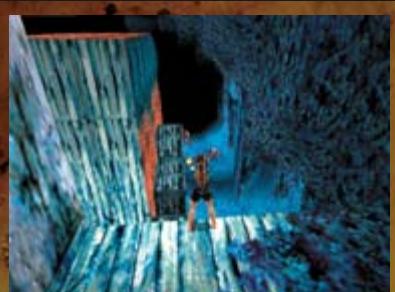


START

As the level begins, a flamethrower sneaks up from your right. Dispose of the flamethrower and a goon who appears, and circle around to the far side of the structure to collect some Grenades. Double back to the beginning of the level and dive to the water. Climb out of the water and pop the fishies. Follow the pathway to the left, leaping over the sloped part.

GOAL

Stand at the end of the Jade Dragon alcove, and jump forward. Don't worry about the sounds of the flamethrowers. Eliminate them with the M-16's greater range. Jump to the top of the closest box below and head past the Stern Key Door to the Storage room. Apply the key and claim the Seraph inside to exit the level.



range. Jump to the top of the closest box below and head past the Stern Key Door to the Storage room. Apply the key and claim the Seraph inside to exit the level.

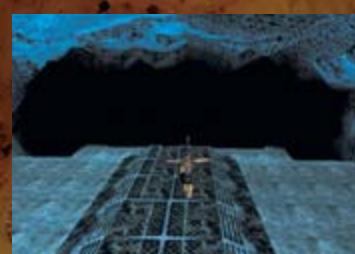
SECRETS

From the ledge, look for the underwater shadows below and to the left of the raft. Pop a Flare and swim down.

In the reeds below waits the Stone Dragon. Check the cove to the left as you approach the statuette.



The small section of wall in the pool opens and a frogman comes out. Eliminate him, then swim down into the short pool passage and take the Gold Dragon.



Head from the deck levels to the white wall. From the top of the white wall, run, jump, and grab the crack to the left of the alcove. Shimmy right and pull up to walk through the glass. Take the Jade Dragon.

Level 14: Tibetan Foothills

Another change of environment, and another new toy: the snowmobile. Piloting the snowmobile down the narrow paths and across the snowy jumps is difficult. It's not a very maneuverable vehicle. However, you can use your new ride to mow down mercenaries, which saves you a ton of ammo.



NOTE

If you fall into the deep gorge near the start of the level, an ice ladder lets you climb up the cliff. However, you may find reloading to be quicker.

The Secret Bonus is a stash of Uzi clips.

START

As the level gets underway, look to the skies. An eagle closes in from above. Follow the path and jump over the slope to spy a narrow valley below. In the valley, a barrage of snow boulders comes tumbling down. Running left of center, jump to the right to avoid a pileup.

GOAL

In the wide-open area, a pair of troublemakers tests your snowmobiling skills. Your snowmobile can pivot in a tight circle to help you get away from the troublemakers, and use a Medi Pack if you need to. With enemies out of the way, push the block in the wall twice and quickly jump into the small cave—there's a pair of mercs off to the

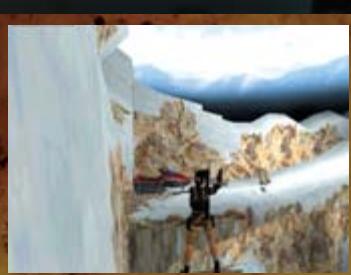
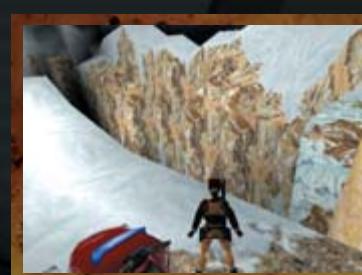


right. With the sniper eliminated and the block out of the way, hop on the snowmobile. Ride it over the cliff and into the pool. Climb out and follow the path to the exit.



SECRETS

At the top of the climb, disband the mercenaries near the hut with some heavy artillery. Look right. On a small, low ledge in front of the hut sits the Stone Dragon.



When the cave opens into the area leading to the large ramp, hop off and look right. Run, jump, and grab the ledge near the big ramp, and claim the Jade Dragon. Cap the kitties before jumping back to the ramp.

Ride the ridge to the left of the pit to make it past the pit, then climb down the ladder into the pit. Drop to the mouth of the cave in the pit from the same ladder. Jump left.



Level 12: Barkhang Monastery

"Barkhang Monastery" is one of the most complex levels in the game. You must collect five Prayer Wheels scattered throughout the monks' home, then use the Seraph to enter the Catacombs of the Talion. Barkhang is all about puzzles. The resident monks assist you in combating the mercenaries. The monks are on your side unless you accidentally hit one. If you do hit one, reload the level—it is that hard to complete without their help.



START

Follow the passage and enjoy the show. The monks make short work of the mercs, so save your ammo. Climb the tall ladder in front of the monastery, wary of the crows. Jump from the ledge at the top of the ladder to the space nearby, and from there to an upper pathway. Don't hit a monk—they are on your side.



GOAL

The key to the level is finding the five Prayer Wheels. The first is near the flaming fixtures in the floor. Flames ignite when you pick it up, so be careful. The second Prayer Wheel is in the small chamber, behind the box on the left. To get the third Prayer Wheel, climb the series of tall ladders leading up from the large courtyard—it's in the upper room. Slide from the pump room to the dry chamber. Push the box aside and take the fourth Prayer Wheel. The last Prayer Wheel is inside the building at the end of the level.



SECRETS

Run and jump to the statue. Slide down its front and follow the upper walkway around the base to the rear. Jump up the slope behind the statue and take the Gold Dragon from the alcove.



Follow the blade back down the hallway and duck into a small alcove when the trap reverses. When the blade passes by, run out the end of the hallway and turn left, but don't go far. There are two sets of bladed doors to roll through before you reach the Jade Dragon.



In the large pool, swim past the underwater ladder and look for a small opening high on the right. Inside the small underwater tunnel sits the Stone Dragon. Climb out of the large pool and head to the huge statue in the main hall.

LEVEL 19: Catacombs of the Talion

"Catacombs of the Talion" leads you in the direction of the Ice Palace and a major showdown. The puzzles are complex and the place is crawling with snow leopards. You have to use the Uzis on those kitties because the pack moves so fast. The Secret bonus is a group of Grenades and M-16 Clips.

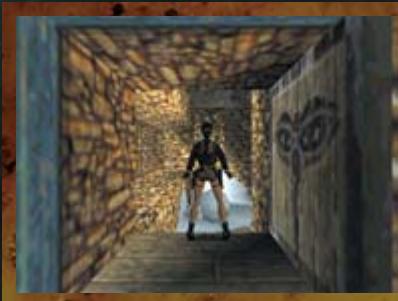
**START**

Stand still as the level gets underway. Avoid the stairs or risk a quick death. Drop off the stairs to one side and watch out for the second set of lethal icicles en route to the doorway. Hang a left in the chamber with the steep slope, and jump to grab the crack in the wall.

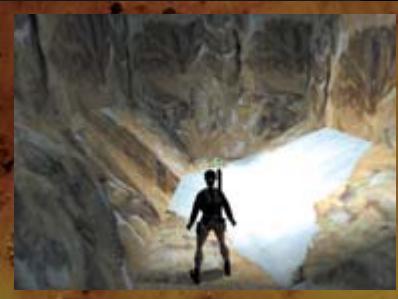
GOAL

After claiming the Gold Dragon, stand at the edge of the ledge beyond the second door, which opens as you

approach. Jump forward from the ledge, then jump forward again over the snowballs. Roll on the pressure pad, then run and jump over the snowballs. Jump to the ledge of the nearby open door and run straight across the room. The door to the exit hall stays open only a short time.

**SECRETS**

From the start of the level, shimmy right from the crack in the wall and pull onto the ledge where space permits. Behind the ledge are a pack of Flares and the Stone Dragon.



Climb a ladder to a chamber. There's a slope on each side of the ladder's top and a statuette in a small room. Move to the far left at the top of the ladder and drop. Use the Jump command as you fall, and hold it until you safely slide to a stop. You've found the Jade Dragon.



As you enter the room with the spikes on the floor, turn and check the wall on the left. There's a barely visible ladder to climb. Drop onto the ledge below. Take the Gold Dragon from the ledge and return carefully to the floor below.



Level 14: Ice Palace

A major battle with the Guardian of the Talion looms near the Ice Palace, but the toughest part of this level is the merciless trek to the showdown. The Secret Bonus is a stash of Grenades.

**START**

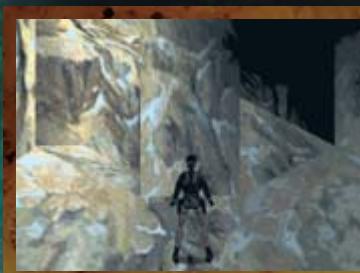
To do well in the Ice Palace, remember one thing: Shoot the bells. When you shoot a bell, it may trigger a door.

GOAL

The boss of the level is the Guardian. He can't reach you as long as you stay on the ledges. Because he can't harm you, fire away with the Pistols, saving your better ammo for later. When you kill the Guardian, the level ends.

**SECRETS**

This huge chamber looks empty, but in the distance is a statuette. From the center of the high ledge where you pushed the block aside, face the pillar and step off into thin air. Cross the invisible walkway to take your prize.



Off the ledge, there is a short path that allows you to cross the tunnel. There are two openings in the wall—light a Flare in the dark one on the right. Jump up the slope to find the Stone Dragon.



Check the hut at the end of the level—the Jade Dragon is yours.

Level 15: Temple of Xian

This is the big daddy of *Tomb Raider II*: one long, grim trip to another dimension. The Temple of Xian is twice the size of anything you've seen previously, and the puzzles and traps are diabolical. Be on your toes from the very start. The level is littered with fake clues designed to make you waste time and energy. The Large Medi Pack at the top of a certain ladder comes to mind. Stay focused.



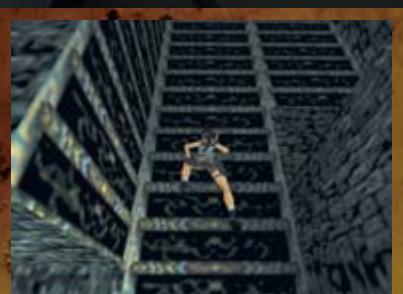
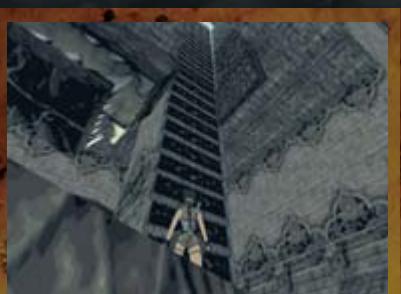
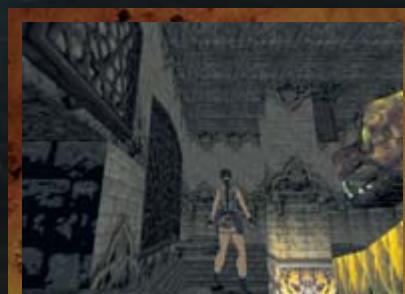
START

The level begins in a dark room. Pop a Flare to view your surroundings. The dagger is on the small dais, but you can't reach it now. A trap door opens beneath you. Fall. It takes awhile to get in sight of the dagger.

GOAL

From the upper passage, you can reach the top of another tall serpent. The differences between this serpent and the last one are

the tall pillar and open grating nearby. To reach the area below the ladder, jump to the nearby slope, and from there to the flat spot before Lara slides off. Climb to the top of the ladder, just shy of the blade. Jump off, slide down the slope, and jump to grab the other ladder. From the ladder below the final blade, there's another ladder behind



you. Jump forward off the ladder and you spin in midair, allowing you to reach the ladder behind you. Climb it to the top to end the level.



SECRETS

As you slide out of the tunnel, grab the edge of the waterfall. Shimmy left and collect the Gold Dragon from the niche high above the water.



Climb down the ladder around the corner and drop to grab the ledge below. Pull up and defend yourself along the walkway. From the lowest level above the deadly pit, grab the ledge and shimmy to the right along the crack. Claim the Stone Dragon, then backtrack.



Slide forward down the slope, and lean forward off the spring-board to reach the high rafter. Run, jump, and grab the edge of the rafter across the room to collect the Jade Dragon.



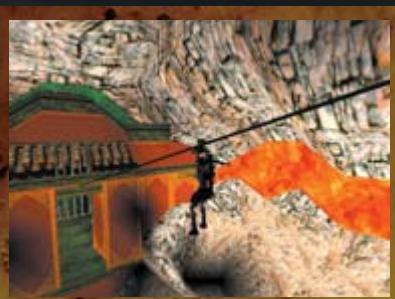
Level 16: Floating Islands

There's one last level between you and the dragon. "Floating Islands" is a real test; any misstep here results in a screaming descent. Because the warriors fly so slowly, you have time to kill them with Pistols before they attack. Watch the skyline for the telltale outline and energy trail. The Secret Bonus is a stash of Grenades.



START

At the beginning of the level, collect the Small Medi Pack and walk to the end of the green path facing the gold lattice structure. The warrior is very slow, so use the Pistols.



GOAL

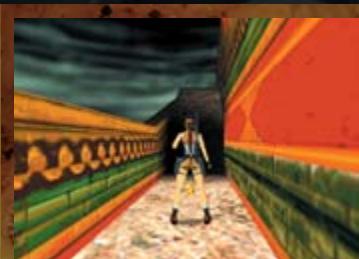
From the last Secret, jump from the top of the rocks to the space vacated by the movable block, and grab the edge. Pull up and climb atop the block. From there, grab the rope slider and take a ride to the Dragon's Lair.

SECRETS

Face the ledge the soldier was on and look for a flat space up the hill to the right. Jump up near the tree, and turn so that you can see the roof above. Jump, grab the edge of the roof, and take the Jade Dragon from its perch.



To the right as you come through the door is an opening in the rock. Walk backward up the short slope outside, and move to the left of the ramp. Backflip to the opening and follow the passage to the Stone Dragon.



Follow the tunnel by Flare light and climb the low ledges to the outside area. Follow the outer walkway that leads to the right and claim the game's last secret statuette—the Gold Dragon.

Level 17: The Dragon's Lair and Lara's Home

Except for a couple of skirmishes before the Dragon's Lair, this level is all about you and the boss. Shoot him with the Uzis until he drops, then take the Xian Dagger from his belly before he gets up. He rises until the dagger is removed. If he falls in some weird way—against a pillar or with his back to you—back off, and whip out the M-16. Open fire as soon as your target is locked on and the beast will die before he can get to his feet.



Circle around the beast and empty the Uzis. Because the dragon's head is the target, only one fire gun at a time. As long as you are running across the dragon's line of fire, the column of flame is too slow to catch you—don't smack into a pillar. Claim the dagger from the dragon's belly and head down the trapdoor that opens.

HOME SWEET HOME

Back at Lara's Home, there's one last load of gate crashers to punish. Use the Gun Cabinet Key on the lock beside the bed and grab the Shotgun and some ammo. That will repel the initial wave. Finish cleaning out the Gun Cabinet and fight your way downstairs.

Peek into the yard to draw more villains to the front door, then exit and turn left. Around the side of the mansion are more enemies, and perhaps Bartoli's big brother? Finish up and hit the showers. Take care of the leftover goons that bust in on you while you're in the bathroom.



Introduction

Tomb Raider III has a few new twists. The most dangerous is that Lara's foes can poison her. When Lara gets poisoned, her health meter flashes yellow and slowly drains away. A Medi Pack corrects the problem, but make sure no other poison-wielding enemies are nearby or you'll burn through a ton of Medi Packs. Because poison doesn't act immediately, clear the area before treating it.

Watch out for snakes, and the crocodiles are even more ferocious. Do not linger underwater. If you see crocs, get ashore and deal with them from dry land.

ENEMIES

- ◆ BATS
- ◆ COBRAS
- ◆ CROCODILES
- ◆ CROWS
- ◆ DOGS
- ◆ DRAGONETTES
- ◆ DRAGONS
- ◆ FLAMETHROWERS
- ◆ GOONS
- ◆ GUARDS
- ◆ FROGMEN
- ◆ MONKEYS
- ◆ MPS
- ◆ PIRANHAS
- ◆ RAPTORS
- ◆ RATS
- ◆ RATTLERS
- ◆ SHIVAS
- ◆ SNIPERS
- ◆ SOLDIERS
- ◆ SOPHIA
- ◆ RATS
- ◆ SOLDIERS
- ◆ SPIDERY BOSS
- ◆ TIGERS
- ◆ T-REXES
- ◆ TRIBESMAN

WEAPONS

- ◆ DESERT EAGLE
- ◆ GRENADE LAUNCHER
- ◆ HARPOONS
- ◆ MPS
- ◆ ROCKET LAUNCHER
- ◆ UZI

If you pick up every Secret, you get a bonus level: "All Hallows." Find all the Secrets-- some are tricky.

Indra

LEVEL 1: THE JUNGLE

The long, sloping dirt hill that begins this excursion is painful to experience. A few tigers are all you have to fight, and you can get a height advantage over them. Use Medi Packs as opposed to Save Crystals, so you can hoard those crystals for later in the game. If you fall in the river, don't fight the current. Go with the flow, and avoid the pockets of piranhas. At the far end of the river is a small underwater tunnel that allows you to backtrack after a misstep. This level contains six Secrets.



START

Sliding down the dirt slope, jump and grab the overhead log. Dispose of the monkey, and line up as shown in this screenshot before hanging and dropping from the back of the log to the slope once more. Slide to a stop. You stop in a small spike-free section. Jump toward the wall on the left to continue downward.

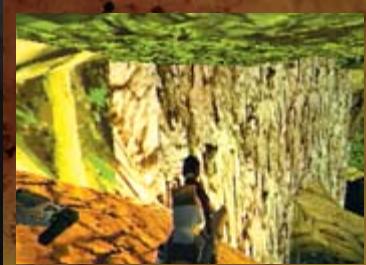
GOAL

From the upper ledge, dispose of the tiger. From this angle, the tiger is less likely to seek cover. Collect the ammo from the small alcove to the left of the door, then apply the Indra Key to the lock.

Slog through the quicksand to make your exit.

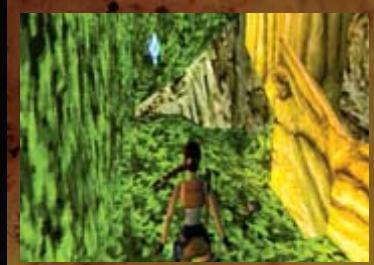


SECRETS



Don't slide down the large dirt hill until you nab the level's

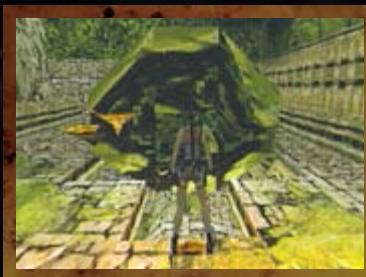
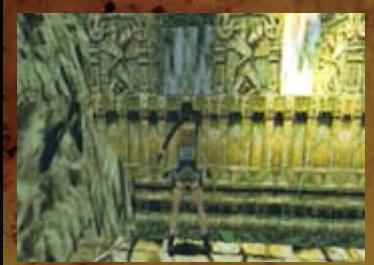
first Secret. Jump over the slope on your right as the level begins, and slide onto the green ledge. Stand at the edge and jump toward the right-hand tip of the yellowish rock. Ducking below the canopy, you can spy the Shotgun and also look down the dirt slope.



From the ledge with the boulder, walk to the right of the tree. From there jump past the tree, leaning to the left in midair. Past the tree, a Save Crystal and some ammo wait on a high ledge. Return the way you came, jumping around the tree to the ledge near the boulder.

Collect the Save Crystal, but walk carefully in this area, as most of it is a quicksand

mire. Jump, grab, and pull up to the top of the pillar past the crystal. In the area above the Save Crystal, collect the prizes from the watery nooks. Crawl beneath the fallen tree and follow the path to climb atop it.



You will have more tiger trouble near the Save Crystal. From the edge of the ledge, facing the log, jump forward and grab the edge of the entrance to a chamber inside the log. Getting out is tricky.

Climb and shimmy to the dark cave. Throw a Flare near



the entrance, so it's easier to spot the exit when the boulder is chasing you. Hurt the monkey and throw the switch. The boulder falls when you double back down the hallway. Jump near the switch in the boulder hallway and grab a ledge above. Pull up and claim the ammo, then crawl backward and use the Action button to lower yourself to the hallway. The gate that the switch opens is at ground level of the outside area. Expect tiger trouble.

In the jungle, a monkey leads you toward a boulder trap. Two boulders



roll out initially, then a third starts when you investigate up the hill toward the bushes. Climb the right side of the hill, jumping a slope to reach the bushes. Behind the bushes is a small area with a hole in the floor. Go backward into the hole (near a Small Medi Pack) and grab the pointy ledge. Drop and grab as you fall to catch the ledge. Pull up.



LEVEL 2: TEMPLE RUINS

The "Temple Ruins" level is covered with deadly mudslides. The large cobras are poisonous, so coax them up into a striking stance, then step quickly backward to kill them from a safe distance. Two hide in the bushes in that initial area, one on the far side of the hole through the tree, the other farther along the rock wall in the direction of the trapdoor shortcut switch. In the small system of tunnels, another cobra lurks around a corner to the left: stick to the right wall, and look before you proceed around the corner. Walk carefully forward to rouse the snake and step quickly back.

When you cross the river with the central platform, run, jump, and grab to make it to the partially submerged walkway. If you don't grab in midair, the piranhas nip your heels. Finally, when you jump into the water to swim through the passage opened by the switch, back off and leap in so you sink more quickly and avoid the fiendish fish. This level contains four Secrets.



START

Rid the area of cobras, then check the river. There's an underwater opening, but piranhas prowl there. The switch in the corner of the small area lets you bypass the water. Follow the underground passage, wary of a cobra around a blind corner, and emerge near another section of river. Claim the ammo and notice the central platform.



GOAL

The spiked ceiling in the small room is merciless. By sprinting into the room and throwing the switch on the far wall first, you have enough time to throw the second switch and step into the new hole in the floor.

The boss shiva avoids the central steps. Use the sprint to open a gap, keeping the steps between you until you can line up an attack run. Remember the exposed back.

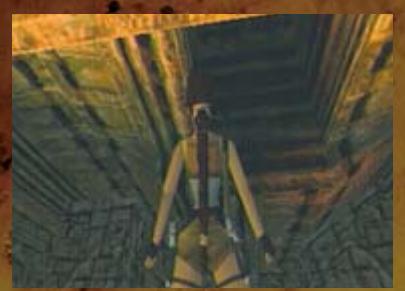
SECRETS



The two switches open a door at ground level. The other door is opened by a switch in the small area in front of it. When you throw the single switch that opens the door above, turn to the right and push the wall to enter a Secret area. Crawl

beneath the dart traps and don't go in the hole.

Doubling back above the mud-filled hall (run and jump to grab the ledge), kill the monkey and throw the switch. Save the game here. In the room containing the two monkeys, push the block to reach a high ledge—not the one with the obvious door. From there, jump and grab a ladder through a hole in the ceiling. Take the goodies and throw the switch.



After you've pulled both underwater switches in the large area, double back down the passage you came from and look for an opening in the ceiling halfway down. You surface in a huge chamber with a lone switch on one wall of

the pool. Get a good breath, pull the switch, and roll. Swim across the pool to the timed door to the right. Once inside, claim the three pickups and the door opens.



the pool. Get a good breath, pull the switch, and roll. Swim across the pool to the timed door to the right. Once inside, claim the three pickups and the door opens.

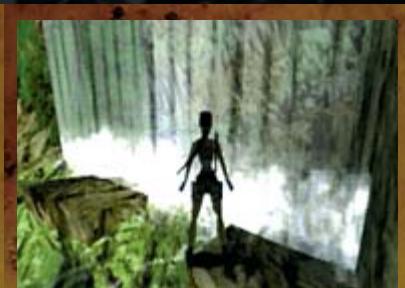
LEVEL 3: THE RIVER GANGES

"The River Ganges" has two intriguing twists. The Quad Bike is immediately evident. The other is that the level has two distinct paths—a shortcut and a main route. However, the main route is the only way to get all the Secrets. Don't go in the river or you will die. This level contains four Secrets.



START

The Quad Bike waits nearby as the level begins. The goodies in the crawl space nearby aren't the level's first Secret. Check the ramp that leads toward the far opening. Don't take the trip without the first Secret.



GOAL

From a lower ledge facing the cliff face with the Secret entrance, look down to spy some ammo. From the area of the ammo, you can see a long crack leading to the Secret. Run, jump, and grab from the area of the ammo to catch the ledge. Shimmy right. Pass through the waterfall and climb the rocks to the tunnel exit.

SECRETS



At the low area across the short gap, reverse and backflip. Make a running jump. In the Secret room, stand facing the first slope and jump to it. Perform three jumps and a grab to reach the safe platform. Don't overlook the Shotgun shells.

Hug the wall and coax the bike along whenever passing a dangerous drop-off. At the small pit, hop off the Quad to spy a ladder leading downward. A Secret lies below!



Past the room with the hole in the floor, hug the right and stop at the top of the long outside ramp. Climb off the Quad and go onto the ramp. Look right to spy a Secret. From the ledge with the ammo, jump up and grab the edge of the crawl space. Don't overlook the Harpoons that Lara is standing on.

Follow the upper ledge near the tall cliff. Run and jump to a ledge across an impressive chasm. To make it to the ledge, run and jump to the nearby slope, then jump quickly and grab the edge. Crawl inside for the Secret.



LEVEL 4: CAVES OF KALIYA

In this maddening maze, it's easy to wander off looking for ammo, and all those intersections look the same. Don't scour the tunnels for treasure—there isn't much. Use Flares to light up the intersections, and to highlight specific entryways and passages. If you get lost, restart the level and take it from the top—it's a quick trip. There are no Secrets on this level.



START

As the level begins, go left. Get the Flares to the left. At the intersection, there are two dead ends to the right, a crawl space to the near left, and a long hall to the left of the crawl space.



GOAL

The water here becomes lethal on your arrival. The platform to the left of the entry ramp makes a good place to jump back and forth. You can jump twice in either direction while chipping away. When the boss dies, it dies in style. Run and jump around to the platforms, collecting the Grenade Launcher and refills. When you take the relic from the central section, the level ends.



NEVADA DESERT

LEVEL 1: NEVADA DESERT

The "Nevada Desert" section centers around a huge canyon. There's no shortcut—just backtrack. The backtracking is seven jumps. The first part of the level is the quick trip to the canyon: Watch out for irregular ledges and snakes in the bushes. This level has three Secrets.



START

Make a habit of looking to the skies in this level. You never know what you might see. The rattlers favor the bushes. Off to the right, a snake rests with a rocket. Cross the pool and explore the passage. The hallway at the far end is hard to see from a distance.

GOAL

Use the box and grating to climb to the Generator Access Pass roof. Backflip when you open the generator room and take decisive action. With the electricity off, open the main gate—the switch is beside it. Ride the Quad Bike into the cave and use the big jump to clear the fence.



SECRETS



From the central platform of the two running jumps, hang and drop into an area free of barbed wire. Take the goodies from the snakes. Remember the barbed wire behind you.

Move to the ladder's far right side, then drop and grab the ledge. Shimmy to the right. Climb onto the ledge. The hard part is the drop to the crack: Shimmy instead of sticking to the ladder.



On the left shore, round a boulder to the left and kill a snake. Turn and crawl under the large rock. Up the ladder, exit by climbing to the left and dropping to the floor. If you backflip blindly, you land on a snake.



LEVEL 2: HIGH SECURITY COMPOUND

You arrive at the "High Security Compound" with only Save Crystals. More Save Crystals are ahead (and a ton are in "Area 51"). Also, the inmates are your friends. Use them to battle the military goons—lead the offending party to the prisoners' area. Don't miss that first Secret. One major backtrack is enough, and the second Secret is one of the toughest finds in the whole game. This level contains two Secrets.



START

Jump into the window to summon the guard. When he arrives, sprint past him and off the railing outside. Wait for the guard to chase you down the stairs, then hustle up toward your cell. Hit the switch on the wall beside the cell next door, and the inmate comes out to battle the guard.

GOAL

Flip the button on the right to move the boxes. The other button lets enemies enter from the nearby gate. Use the box to climb to the upper ledge in the cargo area. Monkey-swing over to the ledge. Watch that winch when you exit to this area. Kill the guard above and take his Security Pass. Open the final locked gate and rid the area of villains. When you climb into the back of the truck, the level ends.



SECRETS

Push the box to reveal a crawl space. Crawl through, and push the box. This lets you push the first box back down the passage, exposing the same crawl space, now on your right. By manipulating the boxes and using the crawl space, you can reach the sector into which you originally pushed the second box.



Go to the guard that was looking in the wrong direction. He's armed and dangerous. Take the Security Pass he drops and open the door at the far end of the corridor. In the short hallway, pick up the Grenade Launcher.

LEVEL 3: AREA 51

In "Area 51," half the people who see you head for an alarm pad. Stop them. Alarms bring extra heat and cost you valuable prizes. The first instance is right out of the truck. If you don't run down that first guy, reload: the MP5 is out of reach. Also, search the MPs. The Small Medi Pack or ammo they cough up are hard to see due to their dark uniforms. This level contains three Secrets.



START

Exit the truck and pillage the boxes on the left, then chase the guard. As long as the guard doesn't reach the alarm pad, the MP5 is within your reach. Leave the switch alone. Use the nearby button to open the grating and crawl through. Take the Large Medi Pack. As you enter the dangerous crawl space, crouch and crawl to the left. If you time it right, you get another Large Medi Pack.

GOAL

Climb high in the area where the rocket was launched. Kill the guard and open the nearby corridor. It seals behind you. Past the laser trap, plug the sniper. Rid the area of villains and collect the key that accesses the saucer. Throw the switch downstairs to open the trapdoor. Backtrack to the saucer to collect the goodies and the last Secret. The last few goons wait inside the saucer, which seals on your entry. When you take the relic from the upper chamber, "Nevada" is history.



SECRETS



A trapdoor drops you to the area below. Kill the guard on duty. If you stopped the sniper upstairs, the grating is open. If the sniper in the upper area was killed before reaching the alarm pad, the small crawl space is open.

At the other end of the sniper's ledge, drop to the platform opposite the winch. Shoot the grating on the wall near the winch and climb into the tunnel. Follow the corridor for your prize.



Backtrack to the saucer area. Take the goodies and climb into the rafters. Past the walkway leading out to the saucer, run, jump, and grab to the open doorway. From the upper rafters, enter a hallway connecting to the huge aquarium. Take the Save Crystal. It's tough to get out of the tank, and it's a long drop to the floor.



South Pacific

LEVEL 1: COASTAL VILLAGE

"Coastal Village" has two different routes toward the village. Two of the Secrets in the level are found no matter which path you choose, while one Secret on each path is unique. If you know when to backtrack, you can pick up all four (the screen actually says "4 of 3"). If you want to find all four, you have to drop through the trapdoor in the hut to access the village. To get there, find the Smuggler's Key first. You don't have to take this route...it's a lot longer, but it's the only way to pick up all four secrets.



START

As the level begins, turn right and jump into the lagoon. On the floor of the area below is a square block and the Smuggler's Key. Swim toward the main beach and pull up onto the rock with the Small Medi Pak. Turn your back to the coast to spy several flat rocks along the cliffs.



GOAL

After picking up the last Secret, kill the tribesman and crawl beneath the razor disk. When you enter the large room, don't go in the light. Use the light switch to the right to deactivate the dart trap and raise the water level so you can swim over the razor grass. The chute past the Save Crystal leads to the main village.

SECRETS



Run, jump, and grab the edge of the slope, then shimmy right to reach flat ground. Jump to the square, flat section of ground, then run, jump, and grab the distant platform to claim the MP5 ammo.

Run, jump, and grab the branch where you see the first of three Serpent Stones. At the opposite end of the branch, pull up to the ledge obscured by the foliage and collect the ammo.



Enter cautiously—an ambush awaits between the huts. Through the central path between the huts, look to the right. Light a Flare and watch your back when you pillage the Secret cave.

Watch for a sniper near the ladder above the razor grass. Run, jump, and grab the ladder. Hang near the Large Medi Pak and shimmy left. Run off the ledge that contains the Save Crystal toward the large wall. Just on the footbridge, turn and look right. Run, jump, and grab the side of the pillar. Climb up and follow the ledges to the ammo.



LEVEL 2: CRASH SITE

"Crash Site" is an awesome level, full of serious combat and deep puzzles. Save after each major bit, as "Crash Site" is easily compartmentalized. The raptors here are vile, vicious things. Use the MP5 at a distance and the Desert Eagle in close quarters. Let the resident raptors fight the T-Rex. They can bring the big beast down without Lara having to flex a trigger finger. This level contains three Secrets.



START

Pick up the first Secret, then test out the MP5 on the raptor lurking in the fog. Climb the rocks through the fog. Once above, slay the raptor to the left, then take the path to the right. Look behind the large tree to find a dark hallway. In the large open area, rid the room of leapin' lizards and gather the goodies. Throw the two switches inside to open the exit, then head down the hallway to the right of the falls. In the dark, the hallway turns right.

GOAL

Inside the plane, dispose of the raptor and use both keys in the cockpit. With the power in the cockpit turned on, check the lower area of the plane. Throw the switch below to extend the big gun outdoors, where a major battle is brewing. Cut loose on the raptors and soldiers. Across the river, in the corner of the right-hand structure, are two walls that also blow open to reveal the exit.

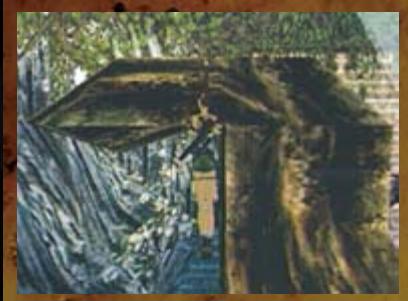


SECRETS



Use the Swamp Map to navigate the dangerous mire. Make all your jumps running ones. Run, jump, and grab the final distance. Before you make the final jump from the swamp, jump off to the left and pull up into the small chamber. To jump back, run and jump from the very corner of the pad below the Secret.

Shoot the raptor and it drops to the stream below, providing the piranhas with a meal. Before you jump into the stream, jump and grab the high branch. Be careful walking on the limb.



With the T-Rex behind you, collect the Secret before you save the game. Jump and grab on either side of the peaked branch from the ledge below. Collect the Medi Pack and the Flares from the limb. Skip across the limbs near where they join the tree.



LEVEL 3: MUDUBU GORGE

"Mudubu Gorge" is an enthralling, maddening trip through whitewater and high places, and also features a major shortcut. You can travel the gorge walls before finding a Kayak, or go directly for the boat. You will miss Secrets if you get in the Kayak. But, if you open up the area to it, you can pilfer valuable ammo, then continue from the ledge where the level begins. Get familiar with the Kayak controls in the pool before you hit the rapids. You can paddle backward stronger than you can paddle forward, which is the key to defeating the rapids. Be wary of the little lime-green dragonettes. Their breath is poisonous, so take them out in a hurry. They also try to shove you off of high ledges. This level contains two Secrets.



START

Besides the pack of bats, one dragon's in the trees, and another lies beneath the ledge of the gorge. Shimmy right to find a switch that opens a trapdoor near the level's start. Return to the start by backflipping from the slope to the block in mid-river.



GOAL

Climb the tall texture and be ready for a dragon ambush from the right. Throw the switch in the outer hall to pull the plug. When the torch lights in the nearby hallway, another dragon comes out. Return to the Kayak and head down the drain. Ride the edge or you'll take serious damage from the fall into the chamber below. Kill the crocodile. Beneath the ledge, a switch opens the exit and releases two crocs into the small pool.

SECRETS

Clean up the stairway back through the crawl space and push the button to open the sealed door. Behind the waterfall, collect the ammo from floor level and monkey-swing to the ledge above the slope.



Avoid banging the walls, and you reach a large chamber with a bright waterfall. Paddle behind the waterfall to get the Save Crystal. Get the other goodies on the shore later.

LEVEL 4: TEMPLE OF PUNA

"Temple of Puna" is quick after you know how to defeat the main puzzle—a room covered with huge blades, with four buttons on the walls that you must reach without being cut down. The residents object to your arrival. You almost invariably get poisoned, so make sure you clear the room of all enemies before using a Medi Pack. Save the game once in the temple, before you begin the final boulder puzzle. This level has one Secret.



START

You begin in a hostile intersection. Draw your weapon and look to the right. Blast the tribesmen in the hallway. If you get poisoned, quickly clear the stairs of all enemies before using a Medi Pack.



GOAL

If Puna tags you with a lightning bolt, no amount of health will save you. Keep hopping from side to side so that the lightning bolts consistently go wide. Finally, the boss succumbs. Collect the Small Medi Packs from the main platform. After you claim the relic, the level ends.

SECRETS

Jump from the stairs to the wall and shimmy left to the opening. In the dimly lit room, collect the ammo to make the next adventure a little easier.



TOMB RAIDER III

prima's official strategy guide
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London

LEVEL 1: THAMES WHARF

"Thames Wharf" has wonderful ambience. Obtain the Flue Room Key, and use it to access an underground playground. There are plenty of Save Crystals, and you can move along easily if you proceed with caution and nail the jumps. You should have a healthy stock of Save Crystals at the level's end. The first Secret is nearby as the level begins; jump over the sloped wall using the walkway leading up to it. Step back one step, hop back, then run and jump. On the trip back from the Secret, jump and grab the edge of the slope that you stood beside when you first saw the crane. From there, climb the tall box to the top of the wall, jump, and grab the edge of the slope above the walkway where the level began. Grab and shimmy to the left before you pull up—don't fall into the gap. There are five Secrets on the level.



START

As the level begins, notice the sloping wall to the right. Beyond it lies your first Secret. Run and jump over the wall using the walkway. Collect the Save Crystal and ammo, then use the tall box to climb the wall.

GOAL

Before you take the exit path, look left to see an odd break in the fence. That's where the last Secret is. Climb down the ladder and follow the path.



SECRETS



Pull up out of the barbed wire and return to the crane's arm above the counterweight. The route is fairly obvious; shimmy left before you slide to the level start. Walk through the barbed wire, rid the room of rats, and grab the goodies.



Drop down from the ledge above and collect the rocket before climbing back to the hole in the path. Jump to the path, then hang and drop through the hole.



Take the Large Medi Pack and double back to the level exit path leading away from the dome.

Expect crow trouble when you discover the ledge above the green door: it's guarding a Secret. Shimmy right using the invisible ledge. You get the Secret chime when you enter the second of two crawl spaces.

Push the movable block the short distance you can move it, and climb to the surface above. Near where you find the Small Medi Pack, run and jump along the wall, over the distant slope, and claim the Cathedral Key.

LEVEL 2: ALDWYCH

"Aldwych" is a maze of twisting hallways and dangerous tunnels, and if you don't get started in the right direction, you'll have a merciless time backtracking. Keep your guns out, as rats abound. From the beginning of the level, lean forward and grab as you fall, then collect the Shotgun shells before dropping into the water. This level has four Secrets.



START

Blow open the grating in the long hallway, and climb to the upper chamber. Watch your back as you gather goodies. Circle around and pull the box with the climbable surface.

GOAL

Backtrack through the train, all the way to the red room. In the hallway where you gave chase, and near the small room with the buttons, are two ramps that end the level.



SECRETS



Drop down and grab the edge of the slope. Pull up and backflip, spinning in midair to grab the ledge. Hang and drop to the lower ledge. Now that's a Secret!

Blast open the grating near the mudslide and drop inside to gather the stash.



Use the Ornate Star in front of the door, located beyond the row of barriers. Be ready to jump back and open fire. Follow the upper hallway and backtrack.

Use the overpass to head back to the low section of tracks. Go through the trapdoor in the red room, to the open door. You find plenty of prizes, and even an extra kill.



LEVEL 3: LUD'S GATE

Having spoken with Bob between levels, you are now on friendlier terms with the monstrous results of Sophia's science. Conserve ammo by not shooting the shadowy figures. However, there are quite a few heavily armed military men that you need to take care of. A small shortcut lets you bypass the room with the giant sphinx and forget all about the embalming fluid that Bob needs. That wouldn't be very sporting, of course. Make sure you get all the Secrets on your first pass. You can backtrack, but Lud's Gate is too big to wander. This level has six Secrets.



START

Let the immortals be, and they'll keep to themselves. From the room with two small pools, choose the left path. Slide to the chamber below, then quickly turn and pull up to the ledge on the right.

GOAL

Past the machinery and the guard, the hall dead-ends. Backtrack to discover a crawl space off the hall. Follow the passages, running, jumping, and grabbing across the chasm until you reach the purple ledge.

SECRETS



Pull up to the wide spot in the crack and enter the dark area. Use the hole in the ceiling as an exit.



Backflip from the stripe in the red area, spin, and grab the ladder. Climb up, then drop and grab very quickly so that you hang from the ledge. From the hanging position, pull up to the ledge.



From the pillar run, jump, and grab the edge of the slope. Pull up, slide, and jump to the ledge where you can see the Save Crystal.



Jump and grab the edge of the blue ledge, then hang and drop to the floor to exit.



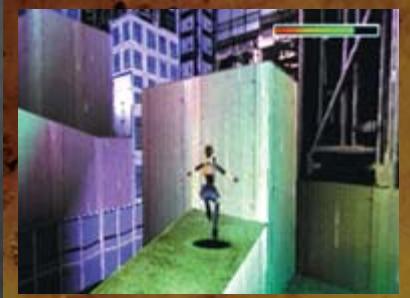
Near the room with the lever that opens the trapdoor, there's another small opening in the wall. Gather the stash.

Prevent the frogman from closing the Secret area beneath the water and to the right. There's an underwater tunnel off this area.



LEVEL 4: CITY

The evil Sophia blasts you mercilessly while you try to get close to her. You begin in the deserted office; Sophia is across the street outside. As you negotiate the jumps and grabs, the boss rains down destructive bolts of energy. Avoid direct hits (famous last words). Wait for the boss to pause briefly for a recharge before risking maximum exposure. There is only one Secret on this level.



START

The madwoman rains destruction on the small landing. Head for the ramp. Pull up top and turn around. You don't need to monkey-swing overhead. Instead, run and jump the distance between the two ledges.

GOAL

Pick your way carefully through the charged area. Climb the tall wood-sided box. Next, climb over the smaller box. Climb over one last box to the right of the artifact. Press the button to cut the power, then take your prize.



SECRETS

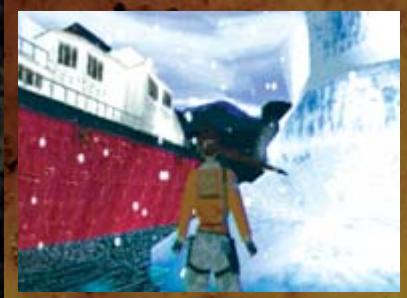
Peer over the edge to see a Secret. Hang on the ornate wall and spy an opening below. Drop down and grab the ledge, then pull up to pilfer the goodies from the chamber.



Antarctica

LEVEL 1: TEMPLE RUINS

This level is a tidy adventure in a colder climate. When you go swimming in Antarctica, the numbing cold of the water saps your strength. A separate meter shows how long you can safely stay in the water, which is not long! Unless you're hurting for ammo, don't risk your life for a swim. Three Secrets are on this level.



START

The water saps your health. Is the nearby ammo worth it? Follow the coastline past the hut. You can't get at that Secret yet. Instead, head to the Boat.

GOAL

Be ready for trouble. Follow the waterway, making obvious stops to forage. At this landing, there's a small underwater alcove in front of the Boat and to the right. Inside is the Hut Key. Grab the last Secret and follow the waterway through the gate. You eventually exit and climb to a cabin. Fight your way around the structure, toward the door, and the level ends when you kill the last enemy.



SECRETS



Hang a right when you emerge on the deck, and follow the walkway near the cliff. Jump and grab toward the opening from the edge of the deck, then collect the valuables.

Slide, jump, and grab from the slope farther down the tunnel to catch a ledge above. Use a Flare to see what's going on. Head right. Grab the Large Medi Pack.



If you take the Hut Key back to the hut, kill the dog inside, then grab the Save Crystal and Flares.



LEVEL 2: R.X.-TECH MINES

"R.X.-Tech Mines" sets you up for the big run through "Lost City". The frigid water here sucks up those Medi Packs, just as you begin to need them. Be conservative; the flamethrowers won't torch you unless you fire at them. This level's theme is the Ore Carts, which you take to various areas to get a submersible operational. Be soft on the brakes, and learn to duck. On the second and third runs, low obstructions can knock your block off if you aren't hunkered down. There are three Secrets on this level.



START

To exit the seemingly dead-end hallway, run to the right through each successive gate. When you hear the double click, reverse direction to see an open passage. Outside, a flamethrower roasts an experiment gone wrong.



GOAL

After you get the last Secret, backtrack to below the bridge, then jump and grab. When you enter the small structure, the level ends.



SECRETS



At the ladder near the control room, lower yourself down until you hang by your hands, then pull up so that your heels hang off the bottom of the ladder. Jump, spin, and grab. The small chamber behind the control room holds the level's first Secret stash.

After getting the Lead Acid Battery, return to the area of the first Secret. Another door has opened in the small area. Collect the goodies.



In the chasm, jump back and forth from ledge to ledge. The final jump to the corner of the chasm ledge nets you the level's final Secret.



LEVEL 3: LOST CITY OF TINNOS

This level introduces tough new monsters and puzzles, and the second Secret must be timed just right: a long run across a huge portion of the level to a timed door. This level contains three Secrets.



START

Familiarize yourself with the immediate layout. Climb the ladder to the second story. Throw the switch to open a double door directly below. In a nook off the short hallway, claim the Uli Key.



GOAL

After you find the dragon heads, notice they are puffing while resting on invisible platforms. Move quickly across them to avoid getting singed. Hanging from the sides of the platforms is safe, though you need good timing to pull up and get to the next block. Jump off to the right to throw the switch. When you place all four masks, get the second Uli Key from the denizens of the pool room. The Uli Key sits on a ledge off the larger pool room. Use it on the lock in the hall near the pillar of light, and jump down to the "Meteorite Cavern."

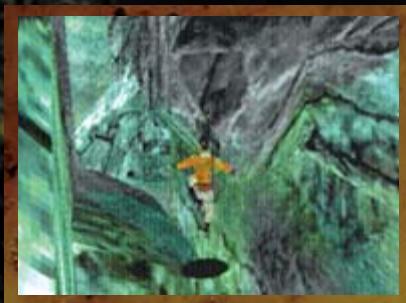


SECRETS



High above the broken bridge, invisible platforms guide you toward the nest. From the closest unseen platform, you can run, jump, and grab to the opening of the nest. Don't fall into the hole.

After you open the exit to the large chamber, go for this Secret. Throw the switch and hightail it back. The Secret is across the bridge. Bail off the right side near the cliff face to find the door below. This one is tricky—if you lose any time, you won't make it.



If you threw the switch in the Earth puzzle area, you can now climb atop a large block near the bowls of coals. Time your run carefully.



LEVEL 4: METEORITE CAVERNS

In "Meteorite Cavern," the boss is large and spidery. You should be heavily armed. The boss has one trick: a tremendous burst of evil energy that can't be avoided and is always lethal. What's a girl to do?



START

You have to kill the spidery boss. Keep your distance, as the creature is quite deadly. Keep firing the Uzis into the beast. When it crumbles, grab an artifact from the alcoves around the chamber. The only way to kill the boss is to get the four artifacts. This causes the meteor to sink from the ceiling into the pool below.



ALL HALLOWS



"All Hallows" is your reward for finding all of the game's Secrets. If you notched them all, save your game after "Meteorite Cavern" and load up

"All Hallows." This is just for grins. The only two enemies are at the very end, and your inventory is bare. You need full health to survive the crash through the cathedral dome.

There is a tricky area at the very beginning. To reach it, do a twist jump in midair on the very first slide into the area and grab the ledge at the end. From here drop and grab a lower ledge, then shimmy left until you can pull yourself into the pickup area.

GOAL

After the boss is dead, head up the ladder and get to the spot where the helicopter comes to pick you up.



TOMB RAIDER THE LAST REVELATION

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Introduction

Welcome to *Tomb Raider: The Last Revelation*. The engine got an update for this incarnation and the game looks better than ever. In this adventure, Lara unwittingly releases a great evil in the first level. She spends the rest of the game trying to right the wrong.

Lara can do new things and has some new equipment. She can now grab ropes and swing across gaps. Want to take a quick look at something across the room? Snap on Lara's slick Binoculars to get an eagle-eye view. Also, some of the items Lara picks up can be combined with others or separated into their component parts.

This adventure contains five levels—"Recovering the Amulet of Horus," "Discovering the Truth," "The Search for the Armor," "The Search for Jean-Pierre," and "The Final Conflict." Within each level, you can visit several areas, and you go back and forth between areas as you discover new things. Throwing a switch in the third area of the level might open a door in the first. This makes the game trickier.

ENEMIES

- ◆ AX-MAN
- ◆ BULL
- ◆ CRUSADERS
- ◆ FIRE WRAITH
- ◆ GHOSTS
- ◆ HENCHMEN
- ◆ MUMMIES
- ◆ SCARAB BEETLES
- ◆ SHARKS
- ◆ WILD BOAR
- ◆ BATS
- ◆ CROCODILES
- ◆ DOGS
- ◆ FLYING SAND BUG
- ◆ GIANT SCORPIONS
- ◆ ICE WRAITH
- ◆ NINJA
- ◆ SCORPIONS
- ◆ SKELETONS
- ◆ WILD JACKALS

WEAPONS

- ◆ CROSSBOW
- ◆ PISTOL
- ◆ SHOTGUN
- ◆ GRENADE GUN
- ◆ REVOLVER
- ◆ UZI

SECRETS

In *Tomb Raider*, Secrets gave you special weapons, pickups, or shortcuts. In *Tomb Raider II*, the Secrets were represented by three dragons--Stone, Jade, and Gold. If you picked up all of them, you gained access to a special stash of pickups. Then in *Tomb Raider III*, collecting all the Secrets unlocked a bonus level. But in *The Last Revelation*, Secrets are just for fun. A listing at the end of this chapter tells where to find all 70.

NOTE

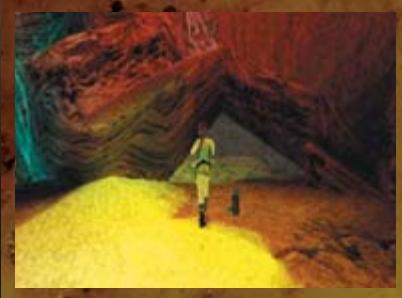
If you are new to the *Tomb Raider* world, play the training levels. They are very much like the "Lara's Home" level in the first three games. These training levels teach you the basic skills you need to make it through the game.



Recovering the Amulet of Horus

You and your guide are exploring the Tomb of Seth in Egypt looking for the Amulet of Horus. Solving the puzzle of the fire tiles gives you the Timeless Sands. Place this in the hands of a statue you find in a room south of the sphinx, and sand empties from the main floor, allowing you to climb inside the sphinx's mouth.

TOMB OF SETH



Start

Before following your trusty companion down the hill, turn left and grab the Flares. Now follow the guide. As you move down the hill, notice small impressions in the ground. The first one contains a Shotgun. The next contains a Large Medi Pack and a scorpion!

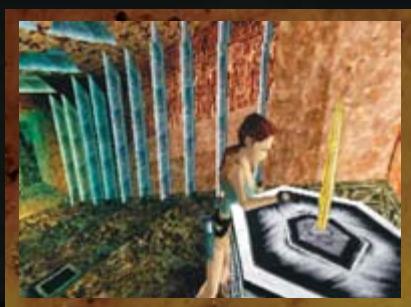


Goal

When you get locked in this room, approach the hole to the left of the locked door and use Action to reach inside. You trigger a mechanism that fills up a room with sand. The hole in the wall directly opposite contains a Large Medi Pack. Take it, then head down the open passageway to the north.



Now that the room is full of sand, you can walk across easily. On the left pedestal is an Eyepiece.



At the other end of the room is a pedestal holding a second Eyepiece. Take it and leave the room. In the Inventory menu, select one of the Eyepieces and use "Combine" to graft it to the other Eyepiece. You now have the Eye of Horus.



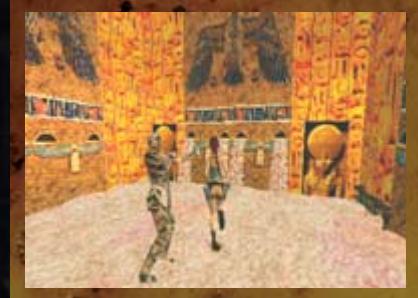
With the hourglass in the statue's hands, the room starts to fill with sand (which is coming in from the room with the sphinx). Kill the scorpion. Backtrack to the mouth of the sphinx. Here's the way to the Burial Chambers.

BURIAL CHAMBERS



Start

At the end of the slide, Lara arrives in a small but opulent room. Pull the lever, then roll and run north through the door that opens.



Goal

At the end of this area, you awaken a mummy. There is nowhere to go until the level of sand rises high enough to allow you to climb out. Run in circles to avoid the mummy's clutches. Eventually an exit appears in the room's northeast corner—climb out.



TOMB RAIDER THE LAST REVELATION

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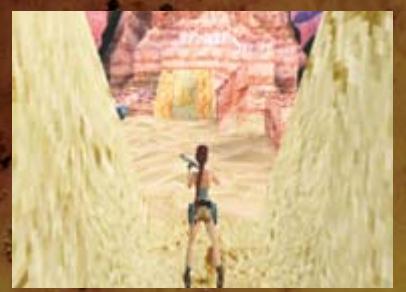
VALLEY OF THE KINGS

When the cinematic intro ends, draw your weapons as you step into the sunlight. Kill the armed thugs with the Shotgun, but watch your limited ammo supply. Keep moving to give the thugs a small target.



Goal

After the thugs are dealt with, follow the man who stole the Amulet of Horus from you. He heads for a jeep, but luckily there are two of them. Follow him, dodging the Grenades. After crossing two bridges, head down into the cavern and up a hill to reach the next area.



KVS

Start

The jeep ride continues at the start of the new area. It ends at an archaeological dig. Follow the thief until you reach the scaffolding. Hop out of the jeep and climb up. Look for the lever on the wall to open the gate blocking the jeep's path.

Discovering the Truth

Your former guide has escaped. Open a gate to continue chasing him. Follow him across the dunes and enter a tunnel. You discover that by removing the Amulet of Horus, you have set in motion events that will lead to the release of an evil power. You must enter the Tomb of Semerkhet to learn how to contain the evil. However, first you must traverse three separate areas acquiring the relics that will allow you to reach the next location. First up is the search for a single Canopic Jar.

Goal

Enter the gated rooms to the west. One contains a Small Medi Pack and Shotgun. The other has the first of two Canopic Jars. Take it, and watch a scene of your destination.

Drop to the ground floor the way you came up.



Insert the Canopic Jar in the receptacle on the back of the east side's sitting statue. This opens the locked door near the water area.



Goal

Get into the jeep and follow the path until the end. You can't shoot while driving the jeep, but you can run down the goons. When you reach the level's end, another cutscene explains the rest of the story. Von Croy is behind the attacks.



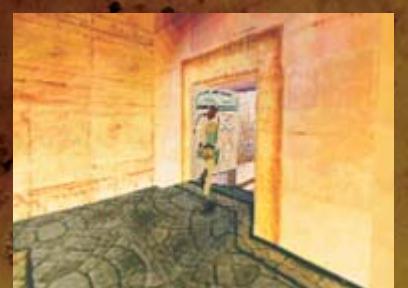
By taking the Amulet of Horus, you released a terrible evil. Time to make things right again.



THE TEMPLE OF KARNAK

Start

Climb the blocks to the west and go down the other side. Blast the two scorpions, and take the Small Medi Pack at the obelisk's base. From this central location you can head in all directions. Go south first, taking the center doorway. Climb up the block once inside.



Exit the temple and head toward the obelisk. The door there leads to this level's next area.



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THE GREAT HYPOSTYLE HALL



Start

Until you recover the Hypostyle Key, you can't do much. For now, this level serves as a conduit between the Temple of Karnak and the Sacred Lake.

Goal

Climb over the block to the north and head down the long hallway on the left. As you round the corner, you see a cutscene....Von Croy is coming.



SACRED LAKE

The second Canopic Jar is here. You have to return to the Temple of Karnak to use it.

Goal

Exit the water, then head down the hallway and pull yourself up to a room with a pedestal and the second Canopic Jar. Go back the way you came. Head into the water and make for the door that opened when you got the second jar. Eventually, you return to the Temple of Karnak.



BACK TO THE TEMPLE OF KARNAK



Start

Back in the temple, use the second Canopic Jar to obtain two more items—the Hypostyle Key and the Sun Goddess. Go behind the statue, and go to your inventory to use the Canopic Jar on the back of the large statue. The

Goal

After exploring the new areas, swim to the shore and kill the crocs. Climb to the back of the altar and get the Hypostyle Key and the Sun Goddess. Return to the Great Hypostyle Hall.



bowl between the statue's fingers tips over, spilling a liquid into the water, which allows you to walk across the surface.

BACK TO THE GREAT HYPOSTYLE HALL



Start

Climb the wall to the north. Take a left and exit the room. To kill the ninja, get out of sword range and fire as soon as he stops swishing the swords.

Goal

Climb over the blocks and enter the crawl space to the left. Follow the passageway until you come to a dead end. Use the Hypostyle Key to open the passageway and enter.



Round the posts, and find the glass pyramid on top of a pedestal. If you lined up the mechanism correctly, pulling the chain causes quite a show. With the pyramid shattered, you can jump and climb to the top of the pedestal. Take the Sun Disk and drop back down to the floor. Drop down the hole in the floor on the room's west side. As you head through the corridor, this section ends.



TOMB RAIDER THE LAST REVELATION

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BACK TO SACRED LAKE

Start



Walk down the hallway and go outside near a small pool. Climb up to the center of the island, go to your Inventory screen, then combine the Sun Disk and the Sun Goddess. Use the newly-created Sun Talisman on the item on the center of the island.

Goal

Enter the room to the south to obtain Flares and a pair of Uzis, then head outside to the west. Walk straight through the pillars until you reach the door between the two green statues.



TOMB OF SEMERKHET



Start

As the level opens, you see Lara using the Amulet of Horus to open the Tomb of Semerkhet. Just as she enters, Von Croy arrives! Von Croy grabs the amulet and the tomb door crashes down. Trapped!

Goal

Halfway through the level you are presented with an Egyptian game—Senet. Look in your inventory to find instructions for the game. The object is to move all of your pieces to the far end of the board before your opponent does. You must reach the final square on an exact spin. It determines the path you take next.



THE GUARDIAN OF SEMERKHET



Start

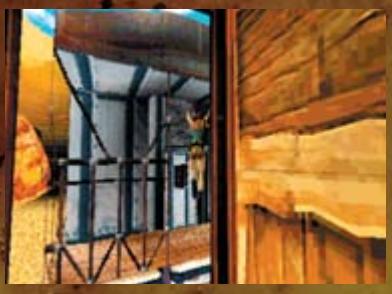
On the tomb's right side, drop down a small hole. Watch out for the blade traps and use Medi Packs as necessary.

Goal

To the north on the second floor is a room containing more goodies: Shotgun shells, Uzi clips, and a Small Medi Pack. A spiked ball falls from the left side of the ceiling as you enter. Head downstairs, follow the hallway, and climb the ladder. The ensuing cutscene reveals more of the story.



DESERT RAILROAD

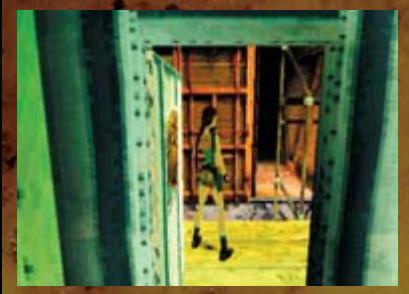


Start

After you're on the train, pull the lever to open the door in front of you. Go to the edge and do a standing jump to the next train car. Walk through the door and search the cabins for goodies. Keep moving from car to car.

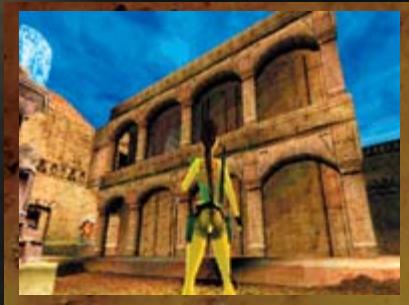
Goal

Get the Crowbar and go to the first car. Use the Crowbar to unhook the first car from the rest of the train. Now you can ride the rest of the way to Alexandria.



The Search for the Armor

You are looking for the Armor in Cleopatra's Palaces. However, first you must search the Lost Library and find all three Golden Star Keys. To reach the Lost Library, make your way through parts of Alexandria and the Coastal Ruins. Then, you have to survive the huge Catacombs area (and get the four Tridents) and come out of Poseidon's Temple unscathed. Finally, there's the Temple of Isis.



ALEXANDRIA

Start

This plaza contains a number of buildings. Head into the two-story building with eight arches. Head upstairs and watch the cutscene. You need to get to the Catacombs. Pick up the LaserSight, Crossbow normal

ammo, and Shotgun normal ammo from a table near the opening to the stairs.

Goal

Pass the opening in the building to your left and continue left through the alley. You come to a dark corridor. As you move through it, the action stops and the next section loads.



COASTAL RUINS



Start

Slide down a ramp and hinged platform. You only have a short time before the platform collapses. Attach the LaserSight to the pistol and hit the nine bulls-eye targets to get rid of the spikes below the platform.

Goal

On the U-shaped platform, do a running jump to the platform with the face wall behind it. Through the opening lies a gate. Use the Gate Key and head through to the next section.



THE UPPER CATACOMBS

Head into the second room. Walk up to the face texture and press the Action button. This raises a platform in the Lower Catacombs—head back to the previous area.



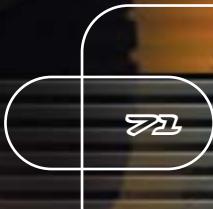
BACK TO COASTAL RUINS

Watch out for the falling rock. Climb to the platform that the rock hit, then jump, grab, and crawl through the opening to a locked gate. Use the Crowbar.



THE LOWER CATACOMBS

Head to the area where the platform raised, pull the column on top of it, then return to the Upper Catacombs.



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BACK TO THE UPPER CATACOMBS

Start

Back in the upper area, push the sculpture to the front of the first room, placing it on the face texture in the floor gutter. Quickly run past the ghost, heading into the next room and up the stairs.



Goal

At the end of the long hall, pick up the fourth Trident. Take care of the skeletons that come to life, then climb the ladder behind the Trident. Return to the Upper Catacombs, go to the room with two ropes, take the ladder to the lower area, and run to the west wall.

THE TEMPLE OF POSEIDON



Start

Next to the winged statue, drop off and grab the brick wall, then grab and drop to the floor below. You can access a series of rooms and openings from this central area.



Goal

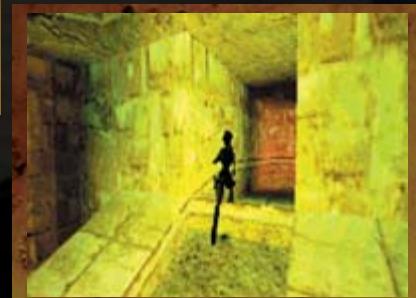
Place a Trident with each of the four statues, then return to the room with the casket. Walk up to it and press the Action button to get the Left Gauntlet.

THE LOST LIBRARY



Start

Crawl through the shaft and head into the room with the giant blue doors. Turn left, head through the middle door on the north wall, and climb down the pole.



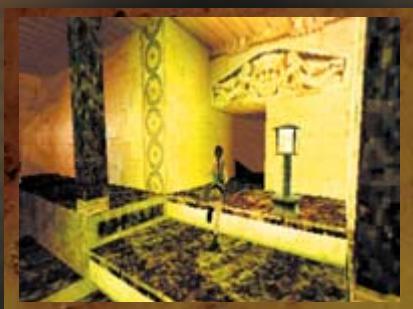
Goal

Use the LaserSight to hit the Ax-Man in the heart. Use the Gem to open the gate with the strange key receptacle.

Use the Music Scroll with the Harp and play a tune and open a hidden door. Follow the corridor back to the mezzanine and pull the lever when you get there. This opens the giant blue doors to the next area.



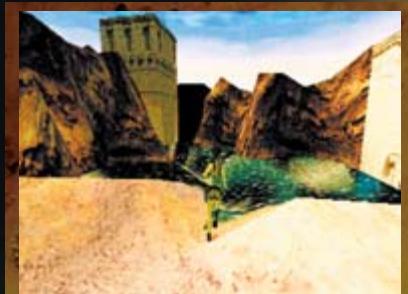
HALL OF DEMETRIUS



Head down the corridor to a big room. Head to the south wall and up the ramp, which leads to a room featuring the Pharos Knot on a pedestal. Grab it and return to the main area. Von Croy stars in the next cutscene. Return to the Coastal Ruins.

ONCE AGAIN IN THE COASTAL RUINS

Drop from the building to the beach below and head into the water. Swim northeast until you clear the cliff walls on your right. Take the underwater tunnel and enter the Temple of Isis.



TEMPLE OF ISIS

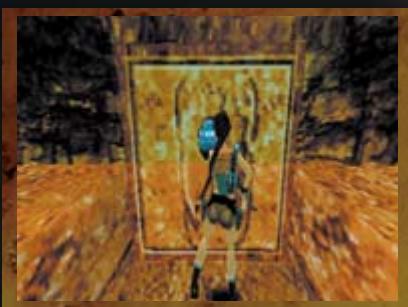


Start

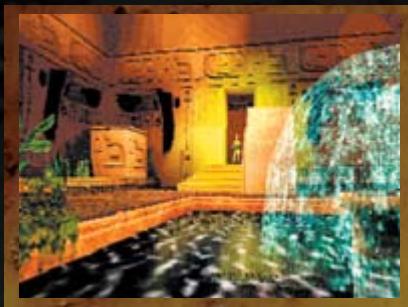
Avoid the shark until you can find a wooden door with openings on either side. Take the right opening. Use the Pharos Pillar at the keyhole then swim back to the left opening. Use the Pharos Knot to open the wood door.

Goal

Use the Crowbar to pry loose the Beetle. Do a running jump to the stairs and return to the main room. There, head up the stairs in the north wall to Cleopatra's Palaces.



CLEOPATRA'S PALACES



Head down the corridor to a room with plants and a large fountain. Run to the north wall and climb the stairs. In the next room, head up the ramp to the room above. The wall tile with a face is a secret door—use the Crowbar to open it and go through. Slide down to the water and follow the left path. Find the fourth Black Beetle and head back to the Temple of Isis.

BACK IN THE TEMPLE OF ISIS

Head back to the Black Pyramid. Place the four Black Beetles into the pyramid. Use the Action button to grab the Mechanical Scarab, then combine it with the Winding Key to use back in Cleopatra's Palaces.



BACK TO CLEOPATRA'S PALACES

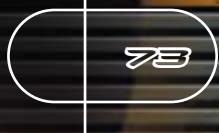


Start

Return to the fountain room and head up the stairs in the north wall. At the back of the room, use the Mechanical Scarab with the Winding Key to deactivate the floor spikes behind the painted beetle.

Goal

At the level's end, two of Cleopatra's guards attack. Dispose of them with your most powerful weapon. Go to the doors behind the guards to collect the Breast Plate and the Left Greave. Drop into the hole on either side of the throne to head to the next level.



TOMB RAIDER THE LAST REVELATION

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The Search for Jean-Pierre

Things have just gotten a bit nasty. In the cutscene, you find out that Von Croy has taken Jean-Pierre prisoner and that he wants to trade—the Armor of Horus for the life of Lara's mentor and friend. Lara isn't likely to make that kind of deal under any circumstances. Get ready for some real challenges as pass through some of the darker areas. Keep looking for Flares!

CITY OF THE DEAD



Start

Take care of the guys on the building next to the bike, then hop on the motorcycle. You can't shoot anyone while riding the bike, so hop off to deal with the bad guys.

Goal

Shimmy along the roof to the left, then climb up. Head north across the roof until you find a lever. Push the lever to open a gate across from the room with the dead guy. Get your bike, drive back over the ravine (using the ramp on the left), and drive through the gate to exit the City of the Dead.



CHAMBERS OF TULUN



From the beginning, take off on your bike and take a right at the first intersection. Don't let up on the accelerator as you come around the next (left) corner. Take a hard left, then gun it over the left side of the ravine. After the ravine, the road turns left and you must stop at a stone step. Get off of the bike and climb the step.

Goal

Run to the big wooden wheel across from the mosque entrance. At this point, you won't have much time before the doors open and out pops armored Arnie. A big fly bugs you as well. Pull the wheel three times to open the gate next to it. Then, quickly climb into the opening and up the ladder at the back to exit the Chambers of Tulun and head to Citadel Gate.



CITADEL GATE



Start

After the cutscene, run past the beast to the south. Round the next couple of corners, and come to an area illuminated by a blue light. Climb the step on the west wall.

Goal

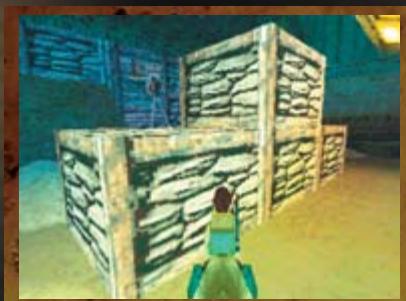
Pick up the Nitrous Oxide Canister behind the jeep—you need it for the motorcycle. Turn south and do a running jump across the ravine, then return to the level's first part. You have to reenter to the Chambers of Tulun.



BACK TO THE CHAMBERS OF TULUN

Drop down the ladder and take a right at the bottom. Head down the corridor and climb out at the end. Back on the street, find your bike, then head straight up the ramp to the north to exit the area and arrive in the Trenches.

TRENCHES



Start

Drive your bike up the ramp, then get off it. Head east and climb over the step in front of the palm tree. Run through the streets until you come to a room with an automated machine gun and some boxes. Hide behind the boxes. Crawl around the back of the room until a box stops your progress. From here, use your Revolver and LaserSight to shoot the gas can on the back of the automated gun to blow it up.

Goal

Combine the Valve Pipe with the Nitrous Oxide Canister to create the Nitrous Oxide Feeder. Retrace your steps to the motorcycle and install the new device. Pressing the Sprint button now gives you a speed boost. Get on the bike and head back to the entrance to the Chambers of Tulun.



BACK TO THE CHAMBERS OF TULUN



You are looking for the Roof Key. It's behind a locked gate—shoot the lock off with the Revolver and LaserSight. Then head back to your bike and exit the Chambers of Tulun the way you came in.

BACK IN THE TRENCHES

Back in the Trenches, head for the Street Bazaar. Use the Revolver and LaserSight combo to shoot the distant button, then hop on the bike and use the Nitrous boost to jump along the narrow opening past the stairs. Get off the bike and head toward the east wall. Jump and grab the ladder to exit the area.



STREET BAZAAR



Start

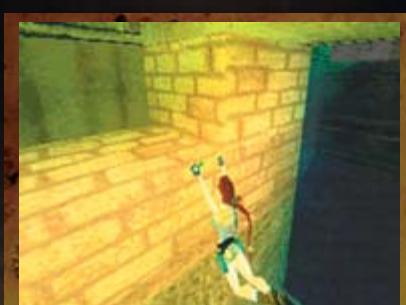
Kill the bad guy and pick up the Mine Detonator. At the table next to the west wall, pick up the Handle. Then walk behind the car and pick up the Car-Jack body.

Goal

Head to the southeast corner of the room and lure the bull into knocking the crates around in this area to reveal a secret passageway. Take this corridor to the next area above. Turn left, kill the bad guy, and head down the path. Take the next left (underneath the beams of light) to leave the Street Bazaar area.



BACK TO THE TRENCHES



You arrive at a second set of orange stairs. Take them, then, at the end of the next area head east, up, and over a step that features a huge pile of sand. Climb the short block half-buried in sand at the east wall. From here, angle, jump, and grab the upper ledge of the east wall behind the block. Climb the ladder in front of you to return to the Street Bazaar area.

BACK TO THE STREET BAZAAR

Drop down to the area with the car and the red button. This time around, head through the east door. Open the door at the end of the corridor, enter the next area, and take care of the bad guy. Head north. At the end, turn left to find a red sign depicting skulls and crossbones. Head toward the sign to leave.



TOMB RAIDER THE LAST REVELATION

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BACK TO THE TRENCHES

Use the Mine Detonator to clear this field, then run to the other side and push the red button. This opens a door to your right, on the south wall. Head through the door and hop on the bike. Drive it through the door that you just opened. Take a left, mow down the bad guy, and charge up the ramp to return to Citadel Gate.



BACK TO CITADEL GATE

Drive forward and jump to clear the minefield. Drive to the left, hitting the Nitrous as you explode past the undefeatable beast. Eventually, you reach Sergeant Azziz. Watch the story unfold in the cutscene, and prepare for the Citadel.

CITADEL



Start

Head south into the next room. Continue south, then climb the stairs in the southeast corner. Push the lever at the end of the corridor to open the big doors downstairs (to get some ammo).

Goal

Wait for the skeletons to get near you (stand facing the wood), then reverse jump away at the last second as they cut through the wood.

Escape from the crusaders by climbing up to the area that the wood was blocking. Head north, between the two rows of lit torch-



es. A cutscene shows Lara encountering Von Croy, then snagging the amulet and trapping him behind a door.

The Final Conflict

Here you face the game's toughest challenges and puzzles. You must scale great pyramids, delve deep into secret chambers, navigate treacherous traps and pitfalls, confront a very angry Egyptian god, and solve some seriously cunning puzzles. Save often and watch your health.

THE SPHINX COMPLEX



Start

The ominous desert sky bodes ill. Equip a weapon, head down the muddy path, and kill the two baddies ahead. The guard by the small steel door on the right was holding a Silver Key. Use it on the locked door nearby and proceed. This next area contains a few baddies and a small pathway

lined by two sandstone walls. Kill the baddies and hop up on either wall.

Goal

Before hopping down to the other side, grab the Widespread Shotgun shells. This soft, muddy patch in front of the marker looks like the perfect place to start digging. Press the Action



button to use the Shovel. Drop down into the freshly dug hole to find a secret entrance leading underneath the sphinx. Light a Flare and head down.

UNDER THE SPHINX



Start

There's quite a bit of puzzle solving to do underneath the sphinx. Pull out your Pistols and take care of the pesky bats. When you pass through the first gate, it slams shut. Ahead in this cavernous room are two breathing bull statues and three stone tablets set in the wall behind them. To the right and left are open gates with switches on the walls outside.

Goal

Look up at the niches with your Binoculars. You see a series of letters. Each grouping is the combination to unlock one of the four rooms.



After a long swim, pick up the first Holy Scripture, hop backward, and then do a standing jump to the right. Pick up the three others and head for the newly opened north gate. Avoid the blade traps as you exit.



THE PYRAMID OF MENKAURE



Start

Head up the slope, go left, and climb the small platforms. At the top you see a trapdoor in the ceiling. Climb up. Kill the giant scorpion quickly!

Goal

Head left, walk to the end of these blocks, and face the pyramid. Climb up two blocks, move one block right and climb up three more. To the right is the pyramid entrance. Walk as far as you can to the right, hop backward, and do a running jump to the opening.



INSIDE MENKAURE PYRAMID



Start

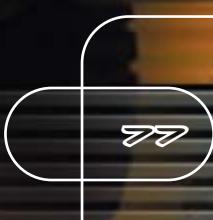
Head down the pathway into the pyramid. The two pendulums are razor-sharp, but slow. Time the swing and run past. The next room has stairs leading down into the pyramid's interior. Take care

Goal

Head through the gate and slide down the slope. Ahead is a darkened spike pit. At the last possible second, jump over the pit. You land on the other side and continue sliding. Either jump and grab onto the ledge of the hole before falling in, or fall to take a little damage. This is where you entered from the hole you dug earlier. The two bulls should still be in their cages below. Head up and out of the area.



of the bats, then face south and look up. A star is carved into the ceiling. Shoot the star with your Revolver and LaserSight, and it should shatter.



TOMB RAIDER THE LAST REVELATION

Prima's Official Strategy Guide
Prima's Official Strategy Guide

RETURN TO THE SPHINX COMPLEX

Execute a standing hop down onto this right-hand platform on the right and do a running jump across the ravine onto the ledge. From here, face south and do a standing jump onto the small ledge, then hop onto solid ground. Use the Guard's Keys to unlock a steel door straight ahead. Head through and on to Mastabas.



MASTABAS



Start

Use the Binoculars to see that each lion has a Gem inside its mouth. Use your LaserSight to shoot the Gems.

Goal

Back in the monkey room, the west doorway is now open. Head through and shoot the Gems in the second set of lions' heads. Head through the west opening.



THE GREAT PYRAMID



Start

Continue following the corridor until it dead-ends, then pull yourself out. Blast the barrier and take care of the baddie lying in wait to the right. To cross the ravine, do a diagonal running jump southwest to the pathway on the other side.

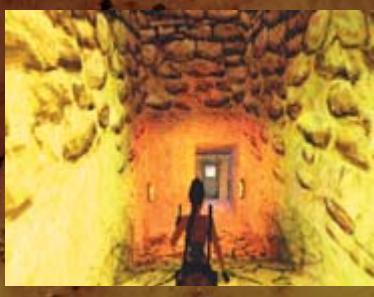
Turn quickly when you land and shoot the goon across the way. Bust open the door, deal with the guard, then shoot the flying sand bug.

Goal

To get to the safe ground below, execute a running jump to the west, slide down the pyramid, and exit the level.



KHUFU'S QUEEN'S PYRAMIDS

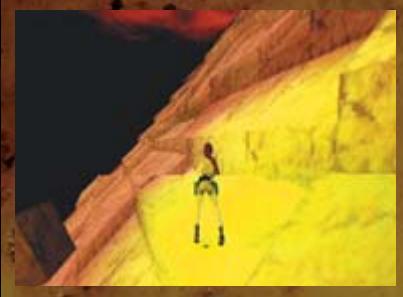


Start

You've stumbled into a battle between man and beast. Kill them all, then head left into the room dug into the side of the sandstone. Blast open the crates to find all sorts of goodies.

Goal

When you land on the platform, stay put. An avalanche rains down the side of the pyramid. When it's safe, do a diagonal standing jump northeast to the next platform. A couple of sand bugs try to stop you from getting to the entrance. Kill them and head inside. Use the Guard's Keys on the lock and proceed.



INSIDE THE GREAT PYRAMID



Start

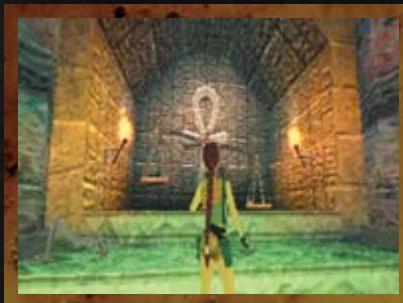
Carefully follow the slope down the pathway until you come to this large gap. To cross, drop down to the lower left edge and execute a running jump. After you're on the other side, pull out the Shotgun, and take out the goon shooting at you. Shoot the one who comes at you from behind.

Goal

Lower down to the next ledge in front of the room with the gate, then do a running jump to land safely inside. Lower and take the opening to the east toward the bottom. Head down the corridor, and drop down to the next level.



TEMPLE OF HORUS



Start

The key to the start of the level is defeating the water puzzle. Fill the large waterskin, and pour it into the small one. Dump the small one. Pour the rest of the large one (two gallons) into the small one. Now fill the large one and use it to fill the small one.

The large waterskin now has four gallons in it, the correct amount.

Goal

Don't fight the monster. Keep running and exit the level. Stay along the left wall, then execute another running jump and a grab to get safely across. Grab onto the crevice, shimmy over, and pull up. This time, go right (going left will get you crushed), do another running jump, and grab the edge of the pit. Before pulling up, shimmy to the left so you're in the middle (darker-colored block) of the ledge. Pull up and sprint straight through and out of the pyramid. Watch the final cutscene unfold and wonder if this is truly Lara's Last Revelation.



Secrets

There are 70 Secrets in *The Last Revelation*. While they are not required to complete the game, and you don't get any bonus level or feature for finding them all, they are fun to find and very challenging. You cannot return to many levels after you have completed them, so find every Secret in a level before proceeding to the next.

ANGKOR WAT

1. There is a skull at the beginning of the level to the left on a step.
2. Past the first set of spikes, there is a skull in the water above the gap Von Croy tells you to hop over.
3. The skull is at the right in the room containing the first set of spikes.
4. A skull is past the waterfall to the right, near a water drain where you learned the long jump/grab.
5. This skull is in the big pool of water near the first lever you pulled to lower the bridge for Von Croy.
6. Follow the wall to the right. This skull is in the area where you saw the first wild boar.
7. Go to the left in the crawl space in the next room to find the skull. This is near where you found your backpack.
8. The last skull is in the room where the poison darts are fired. It's in the opposite corner from the route Von Croy takes.



RACE FOR THE IRIS—NO SECRETS TOMB OF SETH

9. When you encounter the first jackal, follow the wall to the right and jump over a pit. Climb into a small alcove in the corner. (Small Medi Pack)
10. Go through the blue corridor (containing the hieroglyphs). Run right down a series of corridors until you get to a sand pit. Climb into the pit (before activating the sand) and go into the small passage. (Normal Shotgun Rounds)
11. Use the rope in the room where you used the combined "Eye of Horus" key and jump into a blue-lit gap. Head right while dodging the rotating spike trap; climb up a series of platforms and jump from platform to platform. (Flares, Shotgun)
12. After you have completed the fire floor puzzle and picked up the hourglass, you come to a huge sphinx head. Climb the ladder to the left of the head and pull the lever to open the gate you climbed past. Drop down and go into the newly opened area. (Normal/Widespread Shotgun Ammo; these items cannot be picked up if you placed the hourglass in the statue's hand.)
13. Climb the ladder on the left of the sphinx. Face the sphinx head and jump onto it. Go over the top of the head while staying close to the wall on the left. Jump to the small cave opening. (Normal Shotgun Ammo, Large Medi Pack; these items cannot be picked up if you placed the hourglass in the statue's hand.)

BURIAL CHAMBERS

14. When you slide down the slope at the beginning of the level, jump and grab the ledge before you slide all the way down. (Large Medi Pack)
15. When you slide into the timed spike trap (second room,) jump to the left of the timer arrows. (Normal Shotgun Ammo)
16. Progress through the level until you get a fly-by camera view. The Secret is where this camera view begins. When you get to the room containing the sarcophagus, continue past the statue. (Avoid the steps near its feet so that its blood doesn't drain into the other room; otherwise you cannot get the Secret.) In the room with upright sarcophagi, go left and drop into the secret area. (Normal Shotgun Ammo, Small Medi Pack)
17. After you leave the mummy room, enter the chamber room. Follow the cave wall on the left up to the steps near the golden burial chamber. As you climb the steps, look for a gap on the right side of the floor, then drop into the alcove below the steps. (Large Medi Pack)
18. Climb the steps. Halfway up take the route to the left and cross a suspension bridge. Follow the path to a high ledge. Drop down. You enter a large rotating room. Jump to the alcove on the left. (Shotgun Ammo)

VALLEY OF THE KINGS

19. Near the beginning, run to the dark corners on the left. Climb up into the small dark hole. (Shotgun, Normal Shotgun Ammo x 2)
20. Another dark corner to your right gives you access to the top of the rocks above your start position. (Normal Shotgun Ammo x 2, Uzi Clips, Small Medi Pack)
21. Drive the jeep through a dark bumpy cavern until you reach a gap over a spike pit. Stop the jeep, get out, then jump the pit. Climb down and across into a crawl space. (Small Medi Pack, Super Grenades)
22. There's an alcove where the bad guy waits on the platforms. Jump to the alcove and crawl right. (Large Medi Pack)
23. This Secret is under the scaffolding to the right of the gate. Follow the scaffolding to the corner, then climb over a box. Drop and follow the path under the scaffolding. (Small Medi Pack, Large Medi Pack)
24. After you go through the gate, there's a tunnel with hieroglyphs on the walls. From where the third spike drops there is a wall. Climb and backflip from the wall. (Normal Grenades)
25. You come to a large pitted area. An L-shaped pit has footholds going down. Climb down and crawl into a niche. (Wide Shotgun Ammo, Normal Crossbow Ammo)

TEMPLE OF KARNAK

26. Cross the sandstone rocks until you come to a square with an obelisk. Go through the second arch on the left through a crawl space, then out into a hall filled with pots. Shoot the pots. (Normal/Wide Shotgun Ammo, Large Medi Pack, Uzi Clips, Flares)

27. North from the obelisk is an area containing monkey swings on either side. Go to the wall on the left (near the left monkey swing). Climb into the crawl space. (Flares, Uzi Clips x 2)

28. Go west from the obelisk into the main temple area. Keep going west until you drop into a deep square pool of water. Open the underwater door and follow the tunnel until you can see a hole in the ceiling. Go through it. (Uzi Clips, Normal Crossbow Ammo)

29. Swim in the unexplored direction to the triangular gap at the left. Swim through. (Large Medi Pack, Poisonous Crossbow Ammo, Wide Shotgun Ammo, Uzi Clips)

THE GREAT HYPOSTYLE HALL—NO SECRETS

SACRED LAKE

30. Run through the southern Sun Talisman door. Drop into the water and head east to the underwater door. Pull it open. (Explosive Crossbow Ammo, Large Medi Pack, Wide Shotgun Ammo)

NOTE

You have to lose the Senet game to access all the Secrets here.

TOMB OF SEMERKHET

31. Progress through the level to the large puzzle. Jump over to the left wall and climb it. (Wide Shotgun Ammo, Small Medi Pack)

32. From the large Senet puzzle, head east until you come to a wall. Climb the wall and follow the path to a room with fire on the walls. Complete the fire hole puzzle to raise the cage. Climb on top of the cage, face east, and jump to the ledge. Follow the ledge to the end, drop, and grab the ledge. Shimmy right onto a climbable wall. Follow this wall around and climb up into the alcove. (Wide Shotgun Ammo, Large Medi Pack)

33. (Lose at Senet.) Go down the wall, face east, run into the main Senet game room, then drop down to the left trapdoor. Slide down the first eastern slope, down the southern slope, then down another slope. At the end of the last slope, jump and grab to get the Secret. (Uzi Clips, Small Medi Pack, Wide Shotgun Ammo)

34. Go back to the slopes and begin to slide down. Grab the pole. It takes you to a room with two ropes. Perform a running jump to land on the red-door platform; open the door. (Explosive Crossbow Ammo, Small Medi Pack)

35. Progress to an area with three ropes. Go west, then pull a lever to release the ice wraith. Let it battle the fire wraith, then go back to the ropes. Jump from rope to rope to the southern platform at the end of the rope run. (Normal Grenades, Wide Shotgun Ammo, Uzi Clips)

36. Go east from the ropes to a pole. Climb the pole, backflip onto a platform, then turn south to see a lever. Jump and pull it to activate a trapdoor behind you. Climb up the pole, make your way to the trapdoor, then grab the torch from the hole in the wall. Throw the torch to the floor so you can get down without getting hurt; remember where you threw it! Pick up the torch, go back to the room with the three ropes and light the torch. Double back to find some torches on the wall. Light these torches, then drop down a trapdoor in that room. Watch out for the Scarab Beetles! (Wide Shotgun Ammo, Large Medi Pack, Flares, Flash Grenades)

37. Climb up the pole and backflip off it. Go toward where you got the torch, but this time jump over the gap and run into the next room. Turn and face the wall (east), then look for a switch (use your Flare). Pull the switch to raise a block behind you. Climb on the block and jump into the room above. (Crossbow Explosive Ammo, Large Medi Pack, Uzi Clips)

GUARDIAN OF SEMERKHET

38. After you complete the laser pyramid puzzle, you reach a slide. At the bottom, a large bull chases you. Go east until you can reach the monkey swing. Head back in the direction you came until you reach a crawl space on the left. (Normal/Wide Shotgun Ammo, Explosive Crossbow Ammo)

39. From below the monkey swing, go north, pull the lever, then head through the door. (Notice the flaming torch to your right.) Follow the path left, left, right, and right again. You end up in a dark room with unlit wall torches. Look for a hole in the wall. Get a torch, light it on the already-lit torch, come back, and light the unlit wall torches. Go down the trapdoor. (Large Medi Pack, Normal Shotgun Ammo, Normal Crossbow Ammo)

40. Progress through the level by making the bull smash the metal gate near the slide. You reach a room containing a flaming chandelier. There are three switches in this room. Line yourself up with the switches and let the bull charge you. The bull smashes the switches. After he smashes all three, take the right-most exit. Climb a ladder to reach the balcony above, then follow the route to the left. (Small Medi-Pack, Uzi Clips, Normal Shotgun Ammo)

TOMB RAIDER THE LAST REVELATION

prima's official strategy guide

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DESERT RAILROAD

41. Go to the end of the train. Get onto the roof and run to the other end. Turn around and hang, drop, grab, and pull yourself into the carriage. (Normal Crossbow Ammo, Large Medi Pack, Revolver Ammo)
42. Climb out of the carriage and onto the roof. Go to the right edge of the train, turn around, and drop into the carriage at the side to get the Crowbar. Use the Crowbar on the cracked box in the third carriage. (Grenade Launcher, Normal Grenades, Flash Grenades)
43. Use the Crowbar on a box in the first carriage. (Small Medi Pack)

ALEXANDRIA

44. Come out of Jean-Pierre's office and follow the roof. Jump over the gap. Turn to your right and jump onto the library roof. Shimmy around, then drop and hang from the lever to open the door in the library building below.

CATACOMBS

45. After sliding down the pole, jump to the second rope. Turn south. Move toward the wall, then jump and grab the ledge. (Flares, Large Medi Pack, Shotgun)
46. Get the third Trident, then make your way to the bottom. Find the lift at the bottom level, and go up. (Normal/Wide Shotgun Ammo, Large Medi Pack, Explosive Crossbow Ammo)
47. Just before you pick up the fourth Trident, you see five sets of bones on the floor. Shoot them to open a door (there is a set of bones near the pole you climb). This also gives you access to the next Secret. (Crossbow Ammo)
48. From the last Secret, trigger the camera angle by walking on the next tile. Go down the pole, jump into the open area, and head left. Go through a door on the right side of the wall. (Crossbow Explosive Ammo, Normal/Wide Shotgun Ammo, Large Medi Pack)

TEMPLE OF POSEIDON

49. Take the north passage. Enter the next room, drop down, then do a 180-degree roll to the room on the left. Crawl into the secret room. (Crossbow Normal Ammo, Small Medi Pack)

LOST LIBRARY

50. Drop below the large cog on the left near the first star (Uzi Clips, Revolver Ammo).
51. Shoot a counterweight in the room containing the horse and rider. This opens a wall. (Large Medi Pack, Normal Shotgun Ammo, Uzi Clips)
52. On the way down the lion-head slope, jump and grab the wall, climb up, then jump to the right-hand ledge.

HALL OF DEMETRIUS

53. Take Von Croy's escape route by pushing the lamp toward the doors (north). (Large Medi Pack, Crossbow Poison Ammo, Broken Glasses)

CLEOPATRA'S PALACES

54. Use the Mechanical Scarab on the first set of spike traps. Go east past the trap and take the right-hand route (south). Watch out for skeletons. Head east up the stairs. Go down the stairs, turn right (north), and take the right-hand route toward another passage (north). Go down the spike passage ahead of you (north) and use the Mechanical Scarab. (Crossbow Explosive Ammo, Normal/Wide Shotgun Ammo, Small Medi Pack)

CITY OF THE DEAD

55. Open the door with the switch retrieved from the area above the ice. Go up the corridor to the closed door and use the Crowbar on it.
56. Return to the City of the Dead with the Nitrous equipped on your bike. Go to the large jump (which is impossible without the Nitrous) and jump over. Jump onto the sloping pillars, then jump and grab the last ledge to get the goodies.

CHAMBERS OF TULUN

57. Jump onto the rope at the top of the mosque and swing across, landing in the gap between the slide slopes to find the prize.

58. Jump and grab the ledge next to the warehouse entrance, then pull up and go through the crawl space to an area full of bonus goodies.

CITADEL GATE

59. When you are on the rope, turn around. Swing and jump off the rope toward the right-hand bell. Land on the edge of the floor block, drop and grab, drop and grab again, and pull up into a crawl space. Go through to bonus heaven!

STREET BAZAAR

60. After jumping across the broken bridge, shimmy across the edge of the roof until you reach a ledge. Stand up to find the Secret.

TRENCHES—NO SECRETS

CITADEL

61. A set of stairs in the tower room leads to a monkey swing. Climb on the swing to the crawl space in the wall. Drop and grab at the ledge of this space. Pull up and crawl into the niche.

62. In the final room, a deep shaft leads to certain death. Hang carefully onto the edge of this shaft. Drop and grab the ledge of a crawl space and pull up into it. Continue down this corridor to find the Secret.

SPHINX COMPLEX

63. The Secret is in the second Guardhouse past the air duct passageway. Once inside the Guardhouse, pull the big shelves away from the wall. (Shotgun)

UNDERNEATH THE SPHINX

64. Enter "BIRD-TRIANGLE-FEATHERS" into the keypad from the central chamber to open the door to a room containing three crawl spaces. Enter the central crawl space, crawl to the end, turn right, and crawl to the end. Fall into the pit covered with collapsing wood. (Grenade Launcher)

PYRAMID OF MENKAURE

65. After climbing the pyramid and reaching the doorway, look for a hidden route (to your right when facing the door). This takes you farther up the pyramid. (Revolver)

INSIDE THE PYRAMID OF MENKAURE

66. At the end of this level is a slope. Slide down the slope and jump over a spiky pit. Slide down the right side, then jump, aiming to land on the flat triangle. Jump into the pit to pick up an Uzi.

THE MASTABAS

67. Enter the first building (straight ahead of your starting position). Pull up the hidden trapdoor in the floor and climb down. (Large Medi Pack)

THE GREAT PYRAMID

68. Enter the second building on this level. Open the hidden trapdoor on the floor and climb down. (Grenade Launcher)

KHUFU'S QUEENS PYRAMID

69. Rescue the guard on Menkaure Pyramid (the one being attacked by the big scorpion). There are two armories at the beginning of the level. The second armory can only be opened if you get the extra key from the rescued guard. (Uzi, Shotgun, Crossbow Ammo, Crossbow, Grenade Launcher, Revolver, Normal Shotgun Ammo)

INSIDE THE GREAT PYRAMID

70. There is a hidden alcove in one of the pits down the first descending passageway.



Introduction

Welcome to *Tomb Raider: Chronicles*. When we last left our heroine, she was dangling off the edge of a cliff. Did she survive? The subtitle—*The Last Revelation*—didn't bode well. But wait, here's a new *Tomb Raider* game. She must have survived, right? Well, we still don't know. *Tomb Raider: Chronicles* is a collection of four adventures that Lara had before the events of the previous game.

ENEMIES

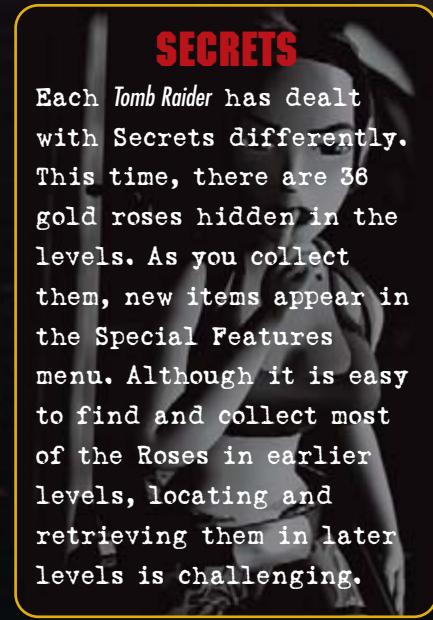
- ◆ ATTACK SUBS
- ◆ BLUE GUARDS
- ◆ COCKROACHES
- ◆ DOBERMANS
- ◆ GLADIATORS
- ◆ GOONS
- ◆ HUSKIES
- ◆ LARSON AND PIERRE
- ◆ MAZE MONSTER
- ◆ SCIENTISTS
- ◆ SOLDIERS
- ◆ UNDERWATER DEMON
- ◆ BATS
- ◆ CHEF
- ◆ CYBORGS
- ◆ GATE GUARDIANS
- ◆ GOD HEAD
- ◆ HAMMER GOD
- ◆ IMPS
- ◆ LIONS
- ◆ RATS
- ◆ SKELETONS
- ◆ SWORD GOD
- ◆ WRAITH

WEAPONS

- ◆ CHLOROFORM
- ◆ HK
- ◆ REVOLVER
- ◆ UZIS
- ◆ CROWBAR
- ◆ PISTOLS
- ◆ SHOTGUN

SECRETS

Each *Tomb Raider* has dealt with Secrets differently. This time, there are 36 gold roses hidden in the levels. As you collect them, new items appear in the Special Features menu. Although it is easy to find and collect most of the Roses in earlier levels, locating and retrieving them in later levels is challenging.



ROME

Lara is attempting to acquire the Philosopher's Stone from Rome. This adventure brings her into contact with Pierre and Larson, whom you may remember from the first *Tomb Raider* game. With ammunition and Medi Packs plentiful, it's an enjoyable opening.

STREETS OF ROME

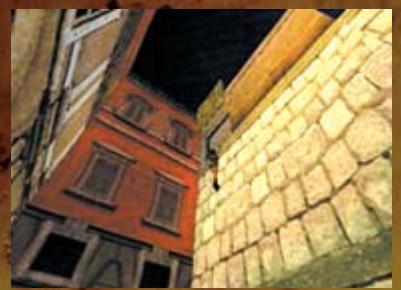
Lara needs to find the remaining three keys to the Gateway that ultimately leads to the Philosopher's Stone. With Larson and Pierre in hot pursuit, she'll have to be careful. Thankfully, this opening level is a measured introduction to the latest installment of Ms. Croft's adventures.

**Start**

From the left of where you begin is the Backstage area—this is a training ground. Veterans should not pass without entering, however, as it holds some useful pickups.

Goal

From the end of the red roof, jump into this lofty treasure trove. Revolver ammo and a Large Medi Pack are here. Head back to the locked door near the middle of the level. From there, drop to the ledge near where you opened the bird statue building door. Pick up the last Rose, then collect the stone and watch the level's final cutscene.

**Roses**

Grab and push the two sets of empty shelves to reveal hidden areas. The first reveals Revolver ammo, while the second leads to a secret room with Uzi ammo and a Rose.



To the left of the building containing the small bell is an opening. If you return there before exiting the level, two secret alcoves open. One has a Small Medi Pack, the other has a Rose.



Don't get cornered by the dog inside the room—use the Revolver for a quick kill. Search the shelves to find a Large Medi Pack and the final Rose.



TRAJAN'S MARKETS

Leaving Larson and Pierre behind, Lara travels to Trajan's Markets, where she hopes to find the two remaining keys to the Gateway. This level offers little incidental combat, but Lara must contend with three bosses.

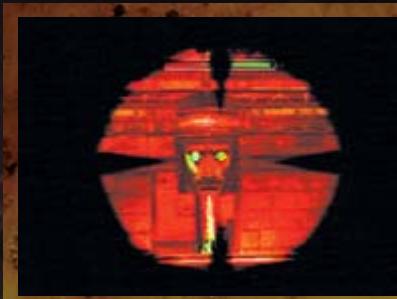


Start

Enter the building to your left and shoot the box that's there. Pick up the Crowbar and a LaserSight. The third door on the right from your starting position is closed. Use the Crowbar to open it.

Goal

There are three bosses on this level. The first is the disembodied head effigy. To beat it, shoot out both eyes. The second is the gladiator. To kill it, keep moving with backflips and rolls as you fire at it (with any weapon). The final bosses are the Gateway Guardians. Shoot at them when their heads are back and they are preparing to fire. Hit them before the fireball escapes.



Roses



Inside the basement room below the trapdoor is Shotgun ammo—both Wideshot and normal—and the level's first Rose.



Move onto one of the raised platforms, then make a standing jump and grab the gantry. Climb up, then jump onto the top of the machinery to find the second Rose.



In the short alley to the right of Lara's starting position, a gate has opened. Stroll inside to collect the final Rose.

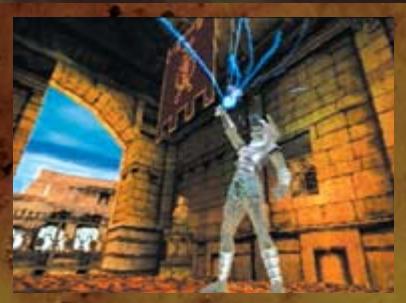
COLOSSEUM

Having passed through the Gateway, Lara is on the last leg of her quest to acquire the Philosopher's Stone. This level contains very few ammo and health pickups—the wisdom of diligently collecting such items in previous levels now becomes apparent.



Start

From the start, run through the rooms until you reach the following section. Stop at a block with a ring on it and go for the first Rose.



Goal

To beat the Thor gladiator, avoid the shock wave that appears when the hammer strikes the floor. If you keep moving, you should have no problem plugging away at him with your Pistols.

Use the Crowbar to pry the Philosopher's Stone from its resting place.



Roses



Walk up to the block with the ring and press the Action button to grab it. Push it back as far as it will go. Trot around to the far corner and grab the Rose.



Take a running jump over the two open trapdoors to reach the room beyond. Inside is the second Rose.



Crawl through the gap to find this level's final Rose. Collect it, then grab the Philosopher's Stone to end the level.



Search for the Spear

Lara is seeking the Spear of Destiny, an age-old artifact currently lying in the ruins of a sunken U-boat. She is not alone in desiring this mystical object, however—a Mafioso boss has heard of its power and wishes to harness it for his own nefarious aims. He has bribed the admiral of a Russian submarine to take him to the spear's resting place. Lara hitches a ride....

BASE



Lara needs to stow away on the submarine. To do that, she has to infiltrate the base where it's moored. Be careful—you begin with the bare minimum of Medi Packs.

Start

Walk down the stairs until you reach a door leading to a warehouse. Watch the cutscene, then run into the warehouse to find the locker in this screenshot. Use the Action button to search it and find the Silver Key.



Goal

Enter the room with the machinery and use the fuse in the empty slot. The machinery comes to life, and a nearby door unlocks. Kill the dog, then press the button inside the booth. You now have access to the submarine. Jump to the crate carried by the crane, then take a running jump toward the sub.

Roses



Inside the blocked corridor is a ventilation shaft obscured by a cover hanging at a crooked angle. Smash it with your Pistols, then climb inside to retrieve the first Rose.



Run into the snow. Climb up to the box held airborne by the crane. From there, take a running jump onto the lowest set of crates stacked next to the wall. Climb to the upper crates to discover the second Rose.



Go into the shower room. In the right corner is a hatch on the floor. Open it, save the game, and go for a long swim. When you reach a T-junction, go right. You surface in an area with the last Rose.

SUBMARINE

Caught and imprisoned as the submarine leaves the dock, Lara must escape and find a way to reach the Spear of Destiny. The interior of the submarine is large, but a methodical approach helps.



Start

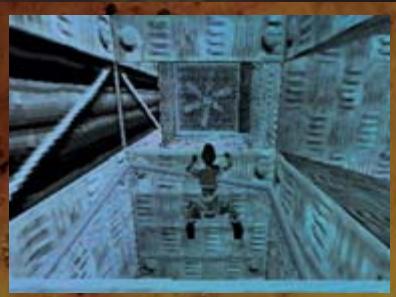
In the gap between the bunk bed units are four metal bars. One of these is loose. Press the Action button to pull it out. Use this makeshift Crowbar to open the ventilation shaft cover.

Goal

Use the console and the battery on the deep-sea suit to trigger the final cutscene of the level. Climb inside the suit and head for the airlock.



Roses



Crawl through the vent, then into the hole. Descend into the depths to find a tunnel containing the first Rose.



In the storeroom, a crate with a crack in its edge is below where you found the Large Medi Pack. Use the Crowbar to open it, then collect the second Rose.



Climb up into the ventilation shaft, then crawl through the first narrow gap. When you reach a second gap, stand up. There is a secret alcove that you can jump and reach. There is the final Rose of the level.

DEEP-SEA DIVE

Clad in her deep-sea suit, Lara must retrieve the Spear of Destiny from the area in which the doomed U-boat lies. Unfortunately, the seabed is patrolled by mini-subs armed with rockets. Lara cannot return fire—she has only her wits and a limited supply of Chaff Flares to avoid the threatening damage.



Start

From underneath the sub, dive down, then move forward. Ahead of you are two routes—left and right. Take the right turn.

Goal

After collecting the Spear of Destiny, save the game. You need to return to the sub before your air runs out, and the way back is filled with twists and turns. You consume more air if you're panicked—so if you move at full speed, bouncing off the walls as you go, you won't have enough air to survive. Getting back may take several tries.

Roses



Enter this tunnel at the beginning of the level and find the only Rose of the level. Watch out for the mini-sub patrolling outside as you exit the tunnel.



Get back to the submarine and take the hollow that's in this screenshot. Move through the final opening then move toward the center of the sub's underbelly.

SINKING SUBMARINE

The submarine is sinking, so Lara must find a way to escape to the surface. With power outages rendering corridors spookily dark, and live power cables electrifying the water that's flooding most areas, the stricken vessel has become a dangerous place to be. Lara must locate an unlikely ally to help her activate the sub's only functioning escape pod.



Start

Climb down the ladder behind Lara, and draw any weapon you choose. Ammo doesn't transfer between areas, so use it up. Kill the two bad guys at the end of the missile storage area and collect the ammo they drop.

Goal

During the level, you stumble upon Admiral Yarofev. After collecting the two Roses and the Nitrogen and Oxygen canisters, return to his area. Climb the ladder to reach the escape pod. Use the Nitrogen canister in the left slot. Use the Oxygen canister in the right slot to end the level.



Roses



To find the first of the Roses, head toward the kitchen. With the power disabled, go inside and collect the Rose.

Use the Bronze key to open the locked door. Open the drawers inside to find the second and final Rose.



Black Isle

In this third chapter, *Tomb Raider: Chronicles* follows an early Croft adventure. After Lara overhears a conversation about spooky occurrences at a nearby island, she stows away on a boat chartered by Father Patrick as he heads to investigate. Throughout these three levels, Lara is without weaponry. Your wits are the only protection from the devilish shades that haunt the Black Isle.

GALLows TREE

Beginning with an intense bout of rock climbing, the first level sees Lara attempting to find the stolen heart of an undead creature. She is defenseless, however, and can only flee from foes.



Start

Take a running jump across the pit to the platform below. Jump up and grab the fissure in front of you, and shimmy along until you reach the corner. Go around the corner and drop to the platform below. You slide for a moment, then gain your footing.

Goal

Head to the top of the incline and use the Heart in the hole beside the red door. As you insert the Heart, imps pour forth from the nearby tombs and scurry toward you. Enjoy the cutscene for how Lara deals with this mess (thankfully we don't have to beat these fiendish creatures ourselves). Follow the tunnel until you reach a bridge. Collect the Large Medi Pack and run from the bats. Continue along the passage after you're over the bridge to the next level.



Roses



As you land inside the cave, bats attack. Run around the confined space until they disperse. Collect the Rose and the Large Medi Pack.



Jump up and grab the low ledge behind the pillar. Pull up. As she's about to slide to the floor, press Jump. Backflip onto the pillar, where this level's second Rose is. Collect it, then drop to the ground.



Follow the tunnel to the bottom. Run to disperse the bats, then crawl through the spikes to find the final Rose and a large Medi Pack.

LABYRINTH

With a confusing switch puzzle and a pitfall-filled maze to negotiate, the "Labyrinth" represents Core's level designers at their most fiendish. Also, the Roses are harder to find.



Start

The intro cutscene reveals a wraith. The door the wraith passed through is locked—your first task is to open it. Move to the front of the chapel, where you find three stone buttons. Push them in the following order: center, left, right.

Goal

After a short and intense journey, you arrive at the following tunnel. Slide down quickly—the protective influence of the lights disappears as they fade, and the monsters close in quickly. Collect the Large Medi Pack on the floor, then go through the iron maiden.



Tumble down the slope, and land behind Father Patrick, who leads you from the room to the start of the next level.

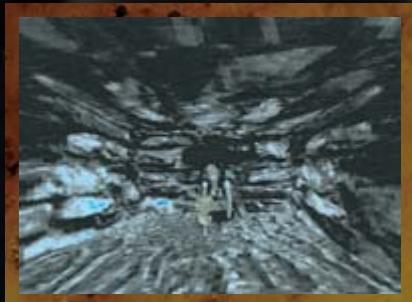
Roses



Inside the passageway, grab the Large Medi Pack. Press Action while standing by the hole in the far wall. Reach inside to grab the first Rose. Return to the slope and slide down.



Take a running jump from this point to the platform below. Enter the tunnel, then collect the Rose located there. Return to the bridge by the same route by which you arrived by using two running jumps.



Grab the Rose at the end of the tunnel, then return to the opening. Drop to the platform, then return to the walkway where you leaped over the monkey bars.



OLD MILL

Lara's path through this level is blocked by an undead Cossack. Lara must harness the power of the Bestiary, found on the last level, to progress. First, of course, she needs to find something to write with....



Start

From the start, take a left and enter the tunnel. Follow it until you reach a small pit. Jump over or drop into the pit, then pull up on the other side. Save your game. Once past the pit, head up the incline to your right.

Goal

Two routes go through the level—both start at the rope depicted in the first screenshot here. Going the hard way nets you an extra Medi Pack.

The second route involves using the rope to swing to the far ledge.



Save your game before attempting the last jump. Make a running leap to reach the upper platform of the next building. After the leap is made successfully, climb into the small hole and turn the lever on the wall to end the level.



Roses



Crawl into the hole from which the imps appeared. Crawl along the tunnel and collect the Rose at the end. Return to the ledge outside.



Above the fire area is a corridor. Climb up to it to pick up the Rose. From there, jump to back into the pool and find an alternate route to the Windmill.



Jump into the channel of water on the left side of the Cossack's enforced residence. Swim into the tunnel that leads around the back of the building until you reach a small hole. Go through that to find the final Rose of the level. Now go back to the stream to the left of the building.

VEI Headquarters

In one of the sternest challenges ever faced in a *Tomb Raider* game, Lara must steal the Iris—an object of immense power. Mixing stealth with brute force, she has to negotiate complex corridors, fight crack troops, and survive an entire level without a gun. Fortunately she has Zip—an American hacker—on hand to advise her as she progresses.

13TH FLOOR

As we enter the last section of *Tomb Raider: Chronicles*, the difficulty level increases accordingly. Each Rose is now more difficult to obtain. Additionally, Lara is faced with more aggressive foes. Only the best *Tomb Raider* players will be able to collect every Secret on this level.



Start

Enter the corridor and speak to Zip. You can go left—this leads to the Rose that lies there—or to the right.



Goal

In the Iris control room, there is a switch on the wall. This briefly deactivates the security field surrounding the Iris. Pull it, then run to the bottom floor. Enter the Iris room and sprint to the Iris. Grab it quickly and run through the exit to leave the level.



Roses



As you round the corner, this hatch opens, allowing access to the first Rose of this level. Pick it up, then, with due care, return to the corridor in which you started and take the right-hand path.



Slide to the middle of the shaft, then backflip into the secret corridor behind you. The second Rose is here. Slide down the rest of the pole after the explosions have passed.



Take out each guard with a head shot. After three are down, run to the door that opened in the cutscene. Kill the guard you find there, then grab the final Rose.



ESCAPE WITH THE IRIS

To escape—with the Iris—Lara must give up her weapons to pass through a high-tech security station. This leaves her highly vulnerable in a stressful, but very enjoyable level.



Start

Run around the corridor and stop when you get to the next room. You have to drop all your weapons before passing through the X-ray. To do so without giving up the weapons means certain death. After you pass through the X-ray station, you find some chloroform in the cupboard. Use this to stealthily maneuver on this level.

Goal

Press this switch to disable the security system, thus allowing you to retrieve your gun in a few moments. Crawl into the ventilation shaft in the security room, then follow the tunnel up and down to arrive where you surrendered your HK gun. Pick up the gun, then run through what was the X-ray area. Go through the ledge into the next corridor to find a small door with a fire extinguisher next to it. Shoot the fire extinguisher and let the explosion blow open the door.



Roses



Slide down the pole, then let go when you reach the platform at the bottom. Jump into the alcove to find the first Rose.



As the guard fires bullets toward Lara, a poorly aimed shot shatters the water tank. Run to the corner inside, where there's a small gap. Quickly crouch down and vault forward into the hole. Grab the Rose and climb up.



Run toward the fire extinguisher on the far wall, taking care not to fall off the platform. If your run and a sniper shot coincide, the fire extinguisher explodes, revealing a secret alcove. Inside is this level's final Rose.

RED ALERT!

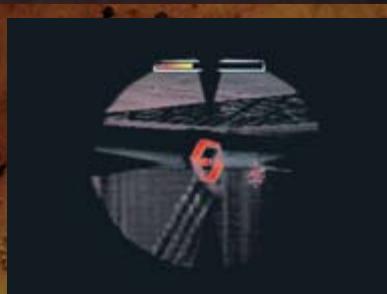
After 12 levels, you're finally on the last stage of *Tomb Raider: Chronicles*. Packed with spectacular set-pieces, "Red Alert!" is the most exciting yet. It also marks the debut of the Grappling Gun, not to mention the fearsome cyborg....



Start

Before you even move, shoot the armored trooper above you. He plummets down the stairwell. Make a running jump to grab the platform on the other side. Run up the next flight of stairs and onto the next, but be ready to press the Action button as you do so. As the stairwell collapses, press Action to grab the steps that remain.

Goal



Lara doesn't have the firepower to kill the cyborg, so she has to use her head. Look for a valve connected to some pipes. Zoom in on the target valve with the HK and destroy it. Water pours into the room. From atop the crate, repeatedly shoot the cyborg to reveal his metal underskin. If you run out of ammo, you're finished! After enough shots, you breach the electronics area. The cyborg falls to the floor and short-circuits.

Climb the ladder to the top. You emerge in the room where you were ambushed earlier. Use the Helipad Access Key in the slot beside the door, then run through the opening to complete the game.



Roses



Climb to the bottom of the former stairs (at the beginning of the level). Enter the alcove to your left and collect the first Rose.



Poison gas is pumped into the room as target practice ends. If Lara shot all the targets before they reached the first white line, exit the room quickly, then head up to the left-hand armory to find a Large Medi Pack, some ammo, and the Rose. If you don't shoot all the targets, the door is locked and you can't get the goodies.



In the room with the switch is a small gap in one of the corners. Crawl through it to find the final Rose.



Tomb Raider For Game Boy Color... wait until you see what she can do in your pocket.

When Lara Croft first strapped holsters to her hips in the original *Tomb Raider*, she broke ground for cyber-women around the world. Since then, warrior princesses have crashed onto computer screens with gusto, wearing more weapons than clothing, and wreaking enough havoc to make Duke Nukem's macho knees tremble. But somehow, through the waves of knockoffs and wannabes, Lara has maintained her style and dignity (not to mention her outfit). Now she scoffs at the competition by downsizing, which is just what Game Boy fans wanted to hear.

For the first time since Lara's plane crashed in the Himalayas, thrusting her into a life of danger and intrigue, *Tomb Raider* leaves the big monitor for the cozy confines of Game Boy Color. Only Lara Croft could light up a 2" screen with this much excitement, and only the creative minds of CORE could make it work so well.



Amazingly, *Tomb Raider* Game Boy presents Lara Croft at her acrobatic best. She jumps, leaps, climbs, rolls, and of course, shoots her way across five unique environments (a total of 14 levels). The adventure begins when Lara is enticed by Professor Igor Bowmane to search for the evil spirit of Quaxet, a ruthless king who ruled over the Inca, Aztec, and Mayan peoples over a thousand years ago. It seems that his spirit was sealed in a crystal stone and placed in an obelisk, which was then buried inside a temple in a remote corner of the Amazon jungle.

The professor arranges for Lara to meet Illiat, his expedition leader, at the site of the newly discovered temple. When Lara arrives, all that is left of Illiat is a pair of broken eyeglasses. Lara casts a momentary glance at the foreboding temple, and disappears into the shadows of the doorway.

Within a few perky steps, she is having a good old time shooting up bats, scorpions, and serpents. Lara's guns barely heat up against such meager opposition, but her ample muscles are soon glistening as she climbs ladders, leaps across chasms, and dives into underground pools in search of the hidden crystal.

The first part of the Temple level is standard adventure fare. However, things get a little tricky when you begin searching for three colored handles that must be inserted into a cluster of chamber doors. Once all three handles are placed in their respective doors, you earn access to the first of five hidden panels scattered throughout the levels. Collect all five panels and Lara can unlock the altar beneath the obelisk, revealing the mysterious crystal. The task of ferreting out the elusive handles will have you exploring tunnels, ledges, and bridges over and over again. Since you can't log onto Mapquest for a direct route, you might consider drawing a map as you explore the vast landscape.



Spear-toting natives and sword-wielding skeletons make Lara's quest even tougher. When it comes to dusting bad guys in *Tomb Raider*, it's all about the number of shots it takes to vaporize the threat. For example, a lowly scorpion disappears after five shots, but a spear carrier requires nine direct hits. Fortunately, you can beef up Lara's ammo load to match the strength of her foes by finding rapid and heavy bullet pickups.

Lara's adventure takes her deep into the Royal Tombs in the next environment, beginning with a potentially fatal slide into a spike pit. But, of course, you'll be able to save Lara from an unwanted pedicure once you figure out how to leap off the slope.

Have we mentioned the poison arrows? Our heroine must dodge arrows from above, below, and (ouch) at eye level. Even the spike pits get tougher as you explore the tombs. Early in the game, you can simply jump over the traps. However, as you advance, the spikes are not always visible. Of course, some dangers materialize completely without warning—like giant boulders that crash down from the ceiling.



A foul-smelling grim reaper is dead set on carving up Lara in the Royal Tombs level. This nasty creature lobs deadly fireballs toward Lara, and because they are magical incantations the reaper does not require a direct line of sight.

Next, Lara goes from bones to riches in the Treasure Chambers. One of the charms of *Tomb Raider* Game Boy Color, is that every level introduces a new character, weapon, enemy, or action. In Treasure Chambers, Lara encounters a switch that she simply cannot reach despite her stratospheric leaping ability. Fortunately, Lara can shoot a lever at 50 paces. A trademark of the *Tomb Raider* series is that you must use every available resource to get Lara out of trouble, and *Tomb Raider* Game Boy Color is certainly worthy of the legacy. Of course, Lara is perfectly willing to use her guns for more direct solutions, like leveling the machine-gun toting terrorists that patrol the Treasure Chambers.



The Caverns take Lara into a dark, foreboding underground landscape that includes bubbling acid pools that are definitely not recommended for a leisurely backstroke. Walking on land is no guarantee of safety either, thanks to razor-sharp stalactites that routinely fall from the ceiling. However, the blue waters of the grotto are safe for diving—as long as you steer Lara clear of poison arrows and bad-tempered jellyfish.



After a brief but challenging stay in the Caverns, your next stop is the Volcanic Temple, where exploding lava pools set the stage for Lara's final push for the crystal. Timing is everything in the Volcanic Temple: A wrong leap can give Lara a terminal hot foot. And just when you think you've seen everything Lara Croft can do, she demonstrates an old schoolyard trick that allows her to swing hand-over-hand over a lava pool the size of Lake Michigan. Your search continues as the temperature climbs, and—if you survive the lava—all that's left is to guide Lara through one final confrontation with a nasty creature who feels right at home down under. *Tomb Raider* for Game Boy Color—what a concept. If you've been amazed at how Lara Croft can pack all of that...er...energy into shorts and a tank top, wait until you see what she can do in your pocket.



Introduction

Lara has appeared on the cover of magazines; had a series of fiction novels written about her; been the subject of other books, toys, comic books, trading cards, and a collectible card game; and appeared in two music videos. The millions of people who have played the *Tomb Raider* series are serious about the game—gathering enough attention to get Lara her own live-action movie. It's interesting how a game could have such an impact. In this section, we'll let you know about some of the fan info available on our favorite heroine.

So just how popular is Lara Croft? A quick check on an internet search engine came back with more than 500 hits—and that's just a quick search on one site! When we looked at a popular Internet auction site, we found more than 1,500 *Tomb Raider*-related items. From game walkthroughs to message boards, fan sites to movie references, Lara is definitely alive and well on the internet. Here is a small sampling of some of the sites you can find. There are tons more, but these should give you a good taste of the kind of info that's out there.

TOMB RAIDER ON THE INTERNET

Site**Official Game Site****URL**www.tomraider.com**Official Movie Site**www.tomraidermovie.com**Official Lara Croft Site**www.laracroft.co.uk**Lara Croft Online**www.laracroftonline.com**Lara Croft in Motion**www.larainmotion.com**Tomb Raider News Channel**www.tombnews.com**Tomb Raider 2000**www.tomb2000.com

CUSTOM LEVELS

The PC version of *Tomb Raider: Chronicles* came with a custom level editor. That meant the fans could create their own levels and even trade them on the Internet. If you go to www.tomraiderchronicles.com you can find links to more than 225 user-created levels. And some of the user-created stuff is just as good as actual game levels. The site has detailed tutorials on level creation, downloadable manuals, texture editors, and other utilities that will prove useful. If you're looking for a new *Tomb Raider* experience while we wait for the release of the next official game, hit this site to get your fix.



Popularity

So just how popular is the *Tomb Raider* franchise? The first game sold more than 500,000 copies in the first few months of its release. Sales of the original picked up again each time sequels were released, as *Tomb Raider* was introduced to new fans. The title became one of Sony's Greatest Hits titles. Well over 21 million units of the game have been sold! Each release of the game has put *Tomb Raider* on the top of the release charts. Sales of *Tomb Raider* games have reached more than \$500 million dollars.

Another amazing stat is the number of guides that Prima has published. Now with six games out (*Tomb Raider*, *Tomb Raider II*, *Tomb Raider III*, *Tomb Raider: The Last Revelation*, *Tomb Raider: Chronicles*, and *Tomb Raider* for Game Boy), there are more than 1.8 million strategy guides in print. Plus Prima has two other books available: *Lara's Book* and *Lara Croft: The Art of Virtual Seduction*.

Magazines

Gamers have been rabid in their appetite for everything Lara. And with the stunning sales figures we've mentioned earlier, it hasn't taken the rest of the entertainment world long to notice. Lara's success has garnered her appearances on the cover of dozens of magazines across the world. She has been featured in *Time*, *Newsweek*, *Rolling Stone*, *Entertainment Weekly*, and *Details* just to name a few.

Lara's Fashions

Today's model has to have just the right look to fit into the wild creations of fashion designers. The dress is already done; usually it's just missing the right body. Seldom do the star designers tailor their creations for the body of a single woman...unless, you're talking about a really special woman. In *Lara Croft: The Art of Virtual Seduction*, Alexander McQueen, Jean Colonna, and Gucci give Ms. Croft some delightful outfits.



Red-and-black print dress
by Jean Colonna



Bikini by Gucci. Black jacket and trousers by Alexander McQueen.



TOMB RAIDER

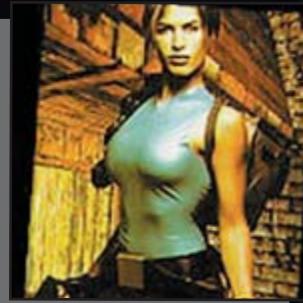
THE BOOK

Prima's official strategy guide
Prima's official strategy guide

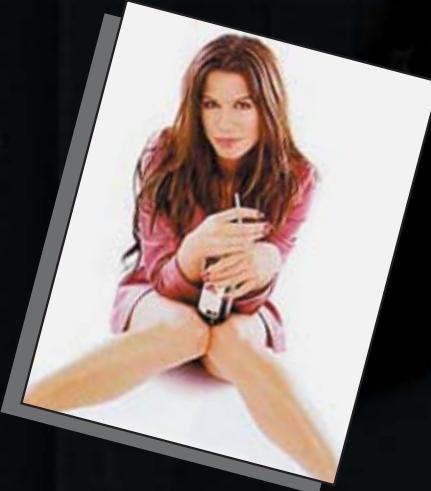
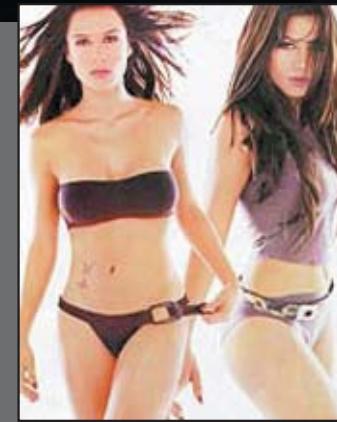
REAL-LIFE LARA!

In recent years, there have been four official Lara Croft models: Rhona Mitra, Nell McAndrew, Lara Weller, and Lucy Clarkson. And with the release of the *Tomb Raider* movie June 15, 2001, the world will associate Angelina Jolie as the new face (and body) of Lara.

Rhona Mitra



Birthdate: 1976
Height: 5'8"
Vital Statistics: 34D/24/35
Dress Size: 10
Shoe Size: 6



Nell McAndrew



Occupation: Full-time model
Birthdate: November 6, 1975
Star Sign: Scorpio
Vital Statistics: 32D/25/36
Hair: Blonde, but naturally brown
Eyes: Green
Favorite Food: Anything Italian
Favorite Drink: Red wine
Favorite Clothing Shops: Diesel and William Hunt
Most Embarrassing Moment: Getting undressed before realizing the window cleaner was there!



TOMB RAIDER

THE BOOK

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Lara Weller

Occupation: Model
Birthdate: April 6, 1975
Birthplace: Holland
Star Sign: Aries
Height: 5'8"
Vital Statistics: 34C/24/34
Hair: Brown
Eyes: Brown
Favorite Food: Japanese and Italian
Favorite Drink: Milk, Red Bull, and red wine
Favorite Clothing Shop: French Connection



LUCY CLARKSON



Occupation: Model
Birthdate: June 7, 1983
Birthplace: Rotherham, Yorkshire, England
Star Sign: Gemini
Height: 5'11"
Weight: 140 lbs.
Vital Statistics: 32DD/25/36
Hair: Brown
Eyes: Brown



Angelina Jolie

Occupation: Actress

Birthdate: June 4, 1975

Birthplace: Los Angeles, California

Star Sign: Sun in Gemini, moon in Aries

Father: John Voight

Mother: Marcheline Bertrand

Height: 5'7"

Eyes: Blue

Hair: Black

Second husband: Billy Bob Thornton, married in 2000

Education: Attended New York University

Career start: *Hackers* in 1996



An Interview with Angelina Jolie



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The incredibly generous folks at *Electronic Gaming Monthly* have allowed us to reproduce this awesome interview with Angelina Jolie, the star of the new *Tomb Raider* film. Enjoy!

EGM: We heard a lot of wild rumors during the production of *Tomb Raider*. Our favorite: You took this role as revenge on your ex-husband, Jonny Lee Miller, who used to play the game obsessively. True?

AJ: No! [laughs] That's also like [the rumor that] I'm not showing my butt in the nude scene. I keep reading the most bizarre things. It wasn't the reason I wanted to do it. My husband's kids also have the game.... But sure, there's something to Jonny playing it years ago and me just kind of hating this woman, because she kept my husband up all night at the time.

EGM: So you are showing your butt?

AJ: I don't think you're going to see her butt in the nude scene. I mean, [the movie's] for kids, but I was naked in the shower. I don't think you can see very much. It's steamy and the towel's dropped at just the right moment. I don't know. I haven't seen it. But I know they're being pretty careful because of the kids.

EGM: What was your inspiration for the character?

AJ: She's a bit of everything. She's like every kind of sexy Italian actress I've ever watched, and yet she's also that guy in *Crocodile Hunter* in Australia—completely in love with danger.

And then there's this whole personality that's emerged from me. I kept thinking I can't do this; I'm a serious actor. And then suddenly I was in my little outfit on top of a mountain in Iceland with some dogs pulling me in a sled with some guns attached to me. And I thought, "Yeah! This is exactly who I am!"

EGM: So you see some of yourself in Lara.

AJ: I think I'm ridiculously brave to a fault. I'd like to think that she fights for the right things and doesn't like injustice. She's a good friend, she cares, and she would stand up for somebody if they were in a spot. I like that. I'd like to think that I'm like her, but I'm not really sure.



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TOMB RAIDER THE BOOK

prima's official strategy guide
prima's official strategy guide

EGM: Did you create a mental backstory for the character that wasn't in the script?

AJ: I didn't create much. I adjusted certain things, but she was very much already created, down to her birthday. People know things about her. They know where she's been, they know how she's trained, who she's trained with, which schools she's been to, which languages she knows. It's a different thing to approach a character like this where you're actually given that and people already have a perception of her. Little kids can come up to me and they know how long she can hold her breath underwater, and they want to see me do it.

EGM: How long can you hold your breath underwater?

AJ: All I know is I got my diving license. There was going to be a fight underwater with a hundred eels floating around me, and I think [that got cut down] to five men. I think if [stunt coordinator] Simon Crane had the chance, we'd be doing this for three years, doing the most amazing stunt things you've ever seen in your life.

EGM: Speaking of stunts, how much of what we see in the film—of Lara in action—is really you?

AJ: When the explosions go off, they're really going off. And when I'm bungee jumping, I'm really bungee jumping. And the guns are real, and they shoot. And I'm really sliding down a hill. So it's been more real than not. Just the other day I was hanging off a cliff and nearly fell off this thing and really nearly dropped to the floor. So that look of error, of "Oh, I can fall," is actually quite real.

EGM: How did you get in shape for all the action?

AJ: They've had me on a really disgusting diet, actually. It's lots of proteins and sardines. I eat lots of meat and fish—just the high, high protein—and all these vitamins and stuff like that. And in between, in the middle of the day, I'm going to go work out and train and run a bit.

EGM: And you had to cover up your tattoos....

AJ: Oh yeah. The nightmare of my tattoos. [laughs]



An Interview With Angelina Jolie



EGM: How long did you train for the role?

AJ: I spent about two-and-a-half months learning everything from basic strength training and gymnastics, kickboxing, weapons training and doing bungee ballet. Every day it was just insane. I couldn't smoke anymore or drink wine. I had to live on a schedule. It took a long time to train for all the stunts, and that was the harder part of it. Once I was skilled in them, during the filming, it was just maintaining the strength to do it and the ability to every day have the same energy to do things. It was an amazing group of stunt people and the stunt coordinator coming up with these things so they could have new fights—fights that no one's ever seen before and new things nobody's ever done. It was a great challenge for everybody.

EGM: Did you reach your limits?

AJ: Oh, I've had my moments where I suddenly want to be soft, I want to be a girl. Suddenly I have moments where I go, "Aiiiiiiii!"

EGM: Was it tough nailing Lara's accent?

AJ: I'm very nervous for this to come out. She's raised a certain way, she's had a certain breeding, and she is Lady Croft. But I didn't want her to be that unapproachable kind of snobbish aristocrat. So we had to take pieces of that accent and just make her British. It's funny, because it's an accent that you wouldn't really put in an action movie. Even though Bond has it, it's like a certain...somehow I seem very much like a lady, and yet I'm really crass. I'm really violent, but I'm drinking tea.

EGM: You've mostly played serious characters in the past. Why the move to a summer action star?

AJ: I think everybody's in danger of taking themselves too seriously in life and not doing what we want to do, because we're afraid people won't think so highly of us or take us seriously or think we're so deep. It's fun for me, it's going to be fun for these kids to see, and I'm having a good time doing it. And I think she's a great role model.

EGM: Have you played any of the *Tomb Raider* games?

AJ: They had to give me classes. I'm not very good at it. I'm getting better, but I have the help of the actual creators to give me the secrets.

EGM: Polls show that *Tomb Raider* fans feel you're perfect for the role.

AJ: I wouldn't have accepted it if it had been otherwise.

EGM: How's it feel to have your own action figure?

AJ: I saw a piece of it—I saw the little plastic head, and I nearly passed out.

TOMB RAIDER

THE BOOK

Prima's Official Strategy Guide
Prima's Official Strategy Guide

EGM: Why?

EGM: It's just so bizarre. I'm actually a really private person, and only in the last year or so I've become more public. I'm an actor because I hide behind people. So suddenly I'm really public. This is an adjustment in that way. I'm guessing that this summer it's going to be hard for me to hide. And I'm a little scared of that. But the good thing is, I'm not actually me. Little kids have asked me to sign things these days, and they're like, "Can you sign this as Lara Croft?" So I actually sign her name now. I don't even have an identity anymore.

EGM: Did you pick up any good souvenirs during filming?

AJ: I have a snakeskin from Cambodia. I have a harness, because I was in it so long they fur-lined one and gave it to me. My guns are being put in a case and sent. I became really close to them. I wore them every day and now I want them.

EGM: Are you up for a sequel?

AJ: I can't wait to do a sequel. I'm really hoping everything goes OK, because I hope to do many more of them. And I'm signed to do more. So if they want me, they've got me. I'd be curious to see where she goes in the next one, and I want to be there for her when she does.

Don't miss Angelina Jolie as Lara Croft in *Tomb Raider*, which hits theaters June 15th.

